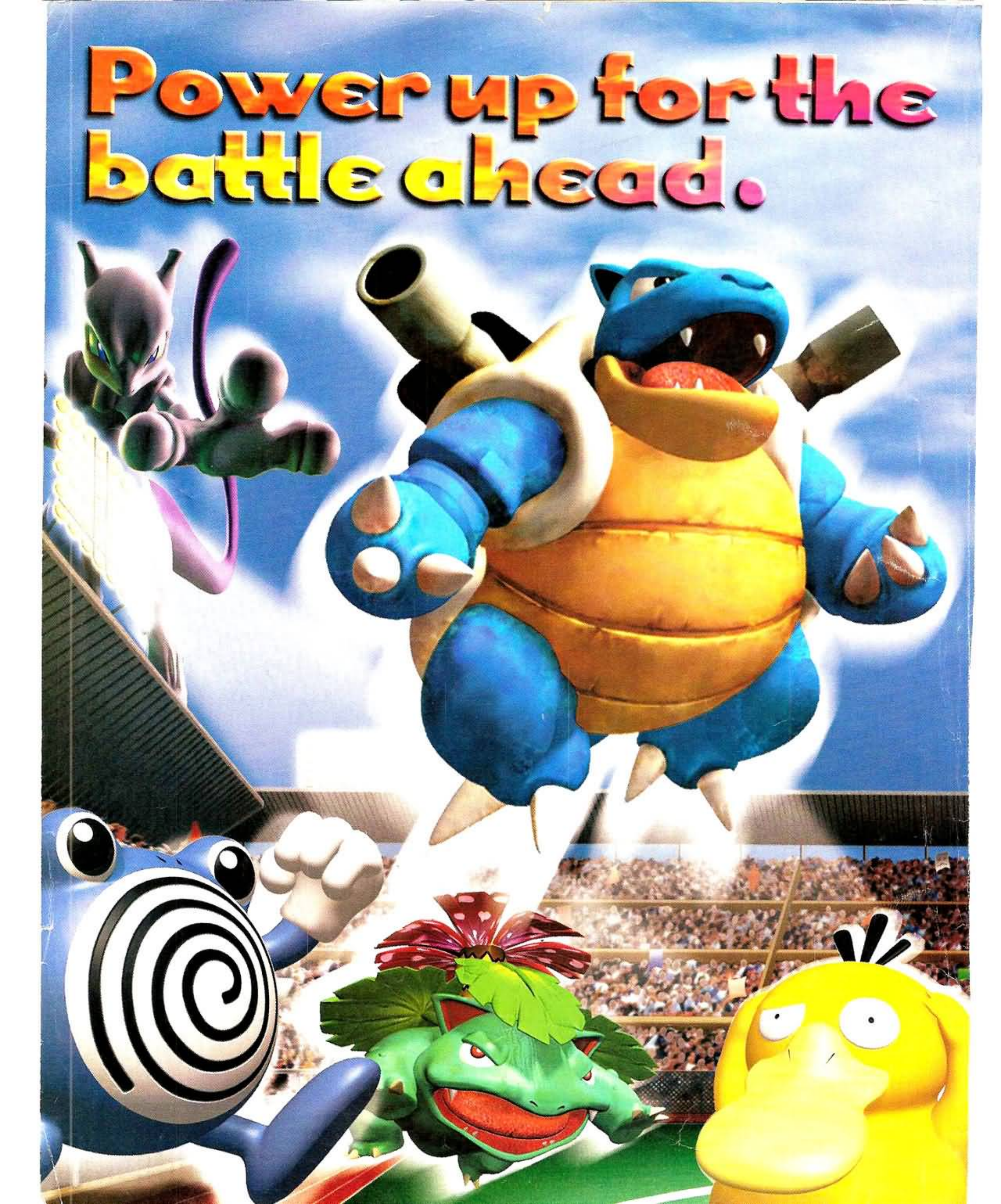

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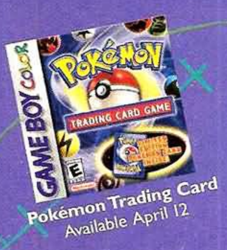
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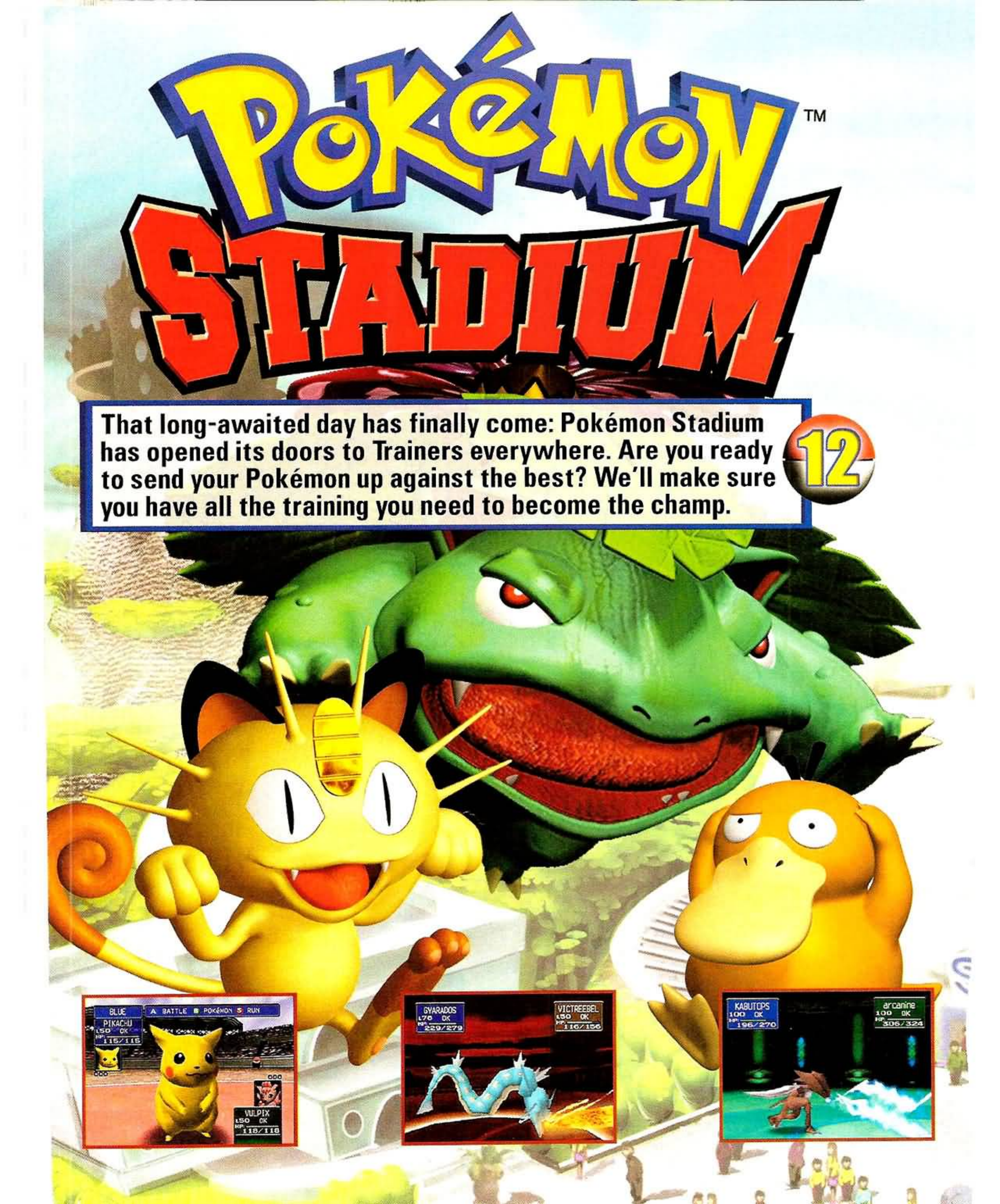


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306/324

HydroThunder



26

Throw any pleasant memories of calm boat trips out the porthole. Now try to imagine going 180 mph through iceberg-infested waters. Sound fun? It is. Get your feet wet with HydroThunder on page 26.

Perfect Dark



38

We couldn't wait any longer, so we did what anyone would do—break into Rare's headquarters and steal a glimpse at the game of games. What our agent managed to transmit back will blow your mind.

Tomb Raider



72

Joanna Dark isn't the only adventuress out there this month. That's right, folks—Lara Croft has found a new home on the Game Boy Color, and you won't believe how many moves she's got.

Nintendo Power Awards Nominations

92



The best, the brightest...the best performance by a transplanted alien. It's the time of year when we give thanks to all the great games out there with the Power Award Nominations. Vote for all your faves!

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player's pulse

Some may say, "March? Isn't that a little late to be making New Year's resolutions?" Well, folks, we had to wait because we wanted the expert advice of you, the readers, to guide us into this brave year 2000. We've only just now stopped receiving words of wisdom, so check out what sort of standards we'll try to live up to.

High Rez-olutions

Here's a resolution for you to keep: Make another Metroid!

Tonio Souri
Park Ridge, IL

I believe that the one resolution that everyone will want Nintendo to keep in the year 2000 is to release the Dolphin...in 2000. There is much speculation on the system and its state of completion, but I just want to make sure you stick to what Nintendo is all about—having the best gaming console at an affordable price. You should also remember that it is not so much the hardware as the software that has made you the distinct and popular choice for many console gamers. And I think it should be called "Dolphin." "Nintendo 64" just lacked finesse.

Michael Hartman
Via the Internet

D.J. Tapp • Middlebury, Indiana

So, you asked for New Year's resolutions? Here's one: STOP THE POKéMANIA! Please, for all of us who are drowning in a sea of Pokémon, stop the flood!

Anonymous
Via the Internet

This should be your resolution. You need to launch the Dolphin with a Super Mario game like you did with Nintendo 64.

Michael Van Wormer II
Belding, MI



Becky Mueller • Halstead, Kansas

Here's something I'd like to see Nintendo do for the new year. If you could put every single NES game onto a single N64 cart, it would give new Nintendoids a chance to play all the classic games. It would also give all the veteran Nintendo fans a chance to relive the magic of playing those games again (most of them are quite rare now). You could also spice the games up a bit, like maybe adding a Rumble Pak or Memory Pak capability.

Vinay Punwani
Via the Internet

I believe that a good resolution for you to keep in 2000 would be to focus on making more quality RPGs and adventure games and less sports and kids games.

Brian Harder
Oneonta, GA

What you need to do is start looking ahead to the REAL millennium issue. Since the millennium starts on January 1, 2001, you should take that issue to look back on the major events that occurred during Nintendo Power's lifetime, like the launches of the NES, the Game Boy, Super NES, N64 and (hopefully by then) the Dolphin.

Anthony Meloro
Norcross, GA



Cody Campbell • Simpsonville, South Carolina

I think you guys should have one and only one resolution: lower your electric bill. With all of the time you spend on Game Boys and N64s, your bill must be through the roof. Maybe you guys should make a limit for how much time you spend playing your video games.

Adam Harden
Via the Internet

A limit on how long we play video games? NEVER! We'll play all day and all night if it means getting you the most in-depth coverage possible of the games we all know and love! And as far as the rest of these resolutions go, we'll do our best. Like any well-intentioned resolvers, we probably won't be able to live up to them all to the letter. But we'll try. And we'll exercise more. And cut back on fatty snacks.

Self-Help

My New Year's resolution is to stop spending money until the Dolphin comes out. I'm going to start picking up all the pennies I see, even those grimy ones in mud puddles.

Errol Cleary
Sonora, CA

Background Art: José Luis Rodriquez • Toa Alta, Puerto Rico

Hey, we're not your parents or anything, but maybe you ought to avoid those filthy ones in the mud puddles. Just a thought.

Say What?

When I'm walking around in Donkey Kong 64, I can sometimes hear someone say "Splat!" I was wondering who said it and what it means?

Alex Mills
Via the Internet

It's actually "Ka-Splat!" that you're hearing, uttered by those big blue reptiles that carry the Blueprint pieces. Those creatures are actually named "Kasplats"—we suppose they're a bit like professional athletes in that they love to refer to themselves in the third person.

Windows to the Soul

Hey! Why does Princess Zelda have different colored eyes than Sheik if Sheik is just...

Adam Seale
Via the Internet

SHHH! Sorry to cut you off, but do you have any idea what you almost blurted out? That's like saying Darth Vader is Luke's father to the waiting line at Empire Strikes Back! (And to answer your question, colored contacts. Trust us. They have 'em in Hyrule.)



Liam Mcdonald • BOP, Canada



A. Bilodeau • Hampden, Massachusetts

Will You Still Want Us?

I was listening to the radio the other day and I heard a song that had the refrain, "When I'm 64." I was thinking that might be a good song for the generations of Nintendo systems—you know, as an anthology. Except for the part where they sing "I'll be old and gray..."

Barron Knigge
Redmond, WA

P.S. The singers are called "The Beatles."

"The Beatles?" Never heard of them. No, just kidding. We think that's a fine idea, but we don't have the eight billion dollars required to buy the song rights in our budget. And there's no shame in being old and gray—after all, we love our old black and white Game Boy to death. That little fella's been by our side through the years!

More Pikacheese, anyone?

We've all seen how Pokémon has swept the nation. But with good comes bad, and some schools have banned Pokémon. But not all of them! My quiet little school made December 2, 1999, Pokémon Day in the cafeteria. For lunch, we had Poliwag potatoes and Weedle's juice! Let this be a message to all the other schools out there.

Peter Mottola
Neptune City, NJ

Uh, what was in the Weedle's juice? Never mind, we don't want to know. It's great to hear that there's another way to enjoy Pokémon without disrupting school. The possibilities seem endless, too. Golemeatloaf, Jigglypuff Jello, Ivysaur Salad, Sandshrew Sandwich, and everyone's favorite for a dreary winter's eve, a steaming bowl of Muk Soup.

In Defense of Mario

Stop making jokes about Mario headbutting things! I can see plain as day that when he jumps his hand goes up as he punches! I am still your #1 fan, but c'mon, guys!

Ternes Cochrane
Via the Internet

Obviously we weren't using our heads either. Ever since the first Super Mario Bros., Mario has simultaneously jumped and lifted his arm to smash things above him. It just so happens that his hand and his



Louie Noriega • Bronx, New York

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power charts

March comes in like a lion and looks like it'll go out like a huge, sweaty wrestler sailing over the top rope. Wrestling games enjoyed a dominating month on the Power Charts, although they didn't have quite enough muscle to take the belt from the champs. This is better than Pay-Per-View!

NINTENDO 64 TOP 20



What is this, National Wrestling Month? WWF Attitude manages to put the proverbial sleeper hold on Super Smash Bros. this month, while other N64 wrestling games cause chaos in the rest of the ranks.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	15
2	GOLDENEYE 007	NINTENDO	2	39
3	WWF ATTITUDE	ACCLAIM	12	3
4	SUPER SMASH BROS.	NINTENDO	3	9
5	POKéMON SNAP	NINTENDO	5	7
6	JET FORCE GEMINI	RARE	4	3
7	WCW/NWO REVENGE	THQ	17	16
8	WWF: WARZONE	ACCLAIM	—	15
9	NFL BLITZ 2000	MIDWAY	13	3
10	MARIO PARTY	NINTENDO	9	12
11	SUPER MARIO 64	NINTENDO	6	42
12	BANJO-KAZOOIE	NINTENDO	7	20
13	WCW MAYHEM	EA	—	1
14	ARMY MEN: SARGE'S HEROES	3DO	10	3
15	MARIO KART 64	NINTENDO	11	39
16	STAR WARS: EPISODE 1: RACER	LUCASARTS	14	7
17	MARIO GOLF	NINTENDO	15	4
18	GAUNTLET LEGENDS	MIDWAY	16	2
19	TUROK 2	ACCLAIM	20	16
20	NFL BLITZ	MIDWAY	—	15

GAME BOY TOP 10

1 POKéMON

2 POKéMON YELLOW

3 LINK'S AWAKENING

Uh-oh. Yet another dethroning of Link by one of the Pokémon up-and-comers. It's hardly fair, since the swarms of Pokémon far outnumber poor Link, but the Hylian has a way of defying the odds. We'll have to see how he fares next month.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	16
2	POKéMON YELLOW	NINTENDO	—	1
3	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	83
4	POKéMON PINBALL	NINTENDO	3	6
5	WWF ATTITUDE	ACCLAIM	—	4
6	JAMES BOND 007	NINTENDO	4	23
7	WWF RAW	ACCLAIM	—	8
8	SUPER MARIO BROS. DX	NINTENDO	5	2
9	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	6	87
10	DONKEY KONG LAND 3	NINTENDO	8	28

MOST WANTED

1. POKéMON STADIUM (N64)
2. WWF WRESTLEMANIA 2000 (N64)
3. DOLPHIN
4. DONKEY KONG 64 (N64)
5. PERFECT DARK (N64)
6. SUPER MARIO 64 2 (N64)
7. RAINBOW 6 (N64)
8. RESIDENT EVIL 2 (N64)
9. HARVEST MOON 64 (N64)
10. POKéMON YELLOW (GAME BOY)



Freddie Harris Jr. • Dallas, Texas

head end up at roughly the same level, leaving the visual image ripe for humorous jests about "being headstrong." In our pursuit of laughs, we obviously went too far. We're sorry.

Rare Stars

In my Earth Science class we've been studying stars and constellations, and three names caught my eye. They were Gemini, Vela and Lupus! Since I like Jet Force Gemini, I just though this was kind of cool.

Miles Stevenson
Via the Internet

Yup, Rare did their research, all right—that's why they're such big stars themselves! There are other astronomical references in the game, so see if you can find them all. We'll give you one: if you look due west on a clear winter night in the northern hemisphere, you might just glimpse the constellation Jeff (just kidding).

In Regards to Ray

Reject? A reject? How can you say an idea for a game about a big-bellied slob is a bad idea? I think it would be the best invention since Nintendo itself! Just like that it could be a blockbuster! If you don't agree with me, well, that's too bad. I'll always think Ray is the greatest.

Shawn A. Beach
Arlington, WA

Oooookay. Obviously you're the acting mouthpiece for the masses of converted Ray fans. For those of you who are scratching your heads in confusion, Shawn here is referring to Ubi Soft's popular ad campaign starring a slob who shares a similar name with Rayman. Just so you know, Shawn, we never got a playable copy of a Ray game, so we weren't the ones to reject it. We happen to think that games involving outslobbing your competitors are the very pinnacle of video game excellence.

Dolphin Designer

I have a good idea for that Dolphin thing. You should make the system look like a dolphin. You could have the cords come out of the fins and flippers, and pop the game cartridge in the mouth. It might be a little harder to store, but it would attract a lot more attention. I know whatever the Dolphin ends up looking like, I'm going to get it.

Ben Olson
Bakersfield, CA

Pretty cool idea there, Ben. There are a couple problems, though. For one, the new system will be DVD-based, not cartridge-based, so you'd have to have a disc slot in the mouth. The other problem is that anyone with pets out there wouldn't fare too well with a giant, realistic, imitation dolphin sitting in front of the television.

Alexander Scott • Gilroy, California

Jared Lipscomb • San Diego, California

WRITE AWAY RIGHT AWAY!

As you'll see on page 92, it's the time of year when we're thinking awards—Player's Poll Awards, that is. Be sure to vote for your favorites by filling out the Player's Poll Response Card, but also feel free to write in and let us know your thoughts on deserving games. Your favorite characters, categories, one-liners... if you send in all your nominations, we'll see that gaming justice is served!

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STADIUM TOUR

Pokémon Stadium is the game that every true Pokémon Master—and every Pokémon Master wannabe—simply has to experience. While the focus is on 3-D battles, there is plenty more to see and do within this jam-packed Pak.

1 Gym Leader Castle

You must make it through three Trainers and one Gym Leader in eight different Gyms to earn the right to battle the Elite Four. Defeat them, then enter the top of the castle, where your long-time rival awaits.

2 Pokémon Lab

Professor Oak's Pokémon Lab is the spot where you can use the Transfer Pak included with every copy of Pokémon Stadium to organize and move data on your Pokémon Red, Blue or Yellow Game Pak if you have one.

3 Hall of Fame

Your Pokémon will be enshrined in the Hall of Fame inside Victory Palace once they've been on a team that wins a Cup. If you register all 151 Pokémon to the Hall of Fame, you will be rewarded with a special Pokémon.



4 Stadium

Some of the Pokémon battling action is in the Gym Leader Castle, but most of it is right here in the Stadium. The Pika and Petit Cups have only eight battles each, but the Prime and Poké Cup have 32 each. The four Cups have very different rules, so you won't be able to use the same team throughout Stadium.

5 Game Boy Tower

You can play your Pokémon game on your TV using the Game Boy Tower and the Transfer Pak. If you win the Poké and Prime Cups, you will be able to play your Pokémon game faster in GB Tower than on your Game Boy!

6 Free Battle

The Free Battle is similar to a battle played with two Game Boys and a Game Link Cable. On the Pokémon Stadium Game Pak itself, up to four players can play in a tag-team-style battle. Call your friends!

7 Kids' Club

The Pokémon-themed, carnival-style minigames you'll find inside the Kids' Club are a soothing change of pace from all of those tough battles inside the Gym Leader Castle and the Stadium. And they're supercute!

TOURNAMENTS

The Stadium's four Cups all have different rules and requirements. Luckily, the game allows you to pick only those Pokémon that are eligible for a particular Cup.

Pick a Cup

Each of the four Cups offers a different challenge to Pokémon Trainers. The Pika and Petit Cups allow only smaller Pokémon, and the emphasis is on strategy. The Prime Cup is for any Pokémon, including the toughest, level-100 monsters, and is more about power. The Poké Cup requires a balance of strategy and power.



Cup Rules

The Pika Cup has a per-Pokémon level limit of 20 and a three-Pokémon level total of 50. The Petit Cup allows only unevolved Pokémon under 6' 8" and 44 lbs. between levels 25 and 30. The Poké Cup's level limits are 50 to 55 per Pokémon, with a 155-level total for three. Finally, the Prime Cup is open to all Pokémon, including Mew.



POKéMON TEAMS

You can build a Pokémon battle team in three ways: Use your own trained Pokémon from your Game Boy game, rent a team of creatures from the Pokémon Stadium game, or use both trained and rented Pokémon together.

Rental Pokémon

Only Pokémon that are eligible for the battle you are entering will show up on the selection screen. The Pokémon will generally have a good (but not great) selection of attacks to use. If you find a team of Pokémon (rental, trained or both) that you really like, you can register it to the Game Pak.



Trained Pokémon

These homegrown Pokémon come from your Game Boy Pokémon game via the Transfer Pak. You can customize them as much as your available items, TMs and HMs will allow. You can also use the faster Game Boy Towers to play through your Pokémon game quickly and acquire more items and experience.



TYPES AND TIPS

Pokémon come in many types, and each type has some weaknesses and strengths. To build the perfect Pokémon team, you will need to understand these variables. The chart shows your Pokémon's attack type and the amount of damage you can expect it to do against a specific Pokémon type. Remember, too, that if your Pokémon's type matches the type of attack it is using, the attack will do one-and-a-half times the damage it would normally do.

Pokémon Combat Chart

Opponent's Pokémon Type (columns) / Your Attack Type (rows)

Your Attack Type	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon
Normal													-	=	
Fire		-	-		+	+						+	-		-
Water		+	-		-				+				+		-
Electric			+	-	-				=	+			=		-
Grass		-	+		-			-	+	-		-	+		-
Ice			-		+	-			+	+					+
Fighting	+					+		-		-	-	-	+	=	
Poison					+			-	-			+	-	-	
Ground		+		+	-			+		=		-	+		
Flying				-	+		+					+	-		
Psychic							+	+			-				
Bug		-			+		-	+		-	+			-	
Rock		+				+	-		-	+		+			
Ghost														+	
Dragon															+

□..................X1 -..................X0.5

+..................X2 =..................X0

Check the Chart

Zapdos and Golduck are battling. Check the chart and find Electric attack type versus Water opponent type. There's a plus sign, so this attack will be twice as effective as usual, and because Zapdos is an Electric-type, multiply the damage again by one-and-a-half. Golduck is in for a crushing defeat.



Try to Balance

In the Cups, you will need to build a balanced team, with many Pokémon types and attacks represented. Remember that there are only six slots on a team, but there are 15 types of Pokémon. Think about overlap—for example, Water-types do well against Fire-, Rock- and Ground-types, making them a solid choice for many teams.



BASIC STRATEGIES

Before you jump headlong into the Stadium, take a look at the finer points of battle strategy. These tips will sharpen your focus and will work for the tiny monsters of the Pika Cup, the big brutes in the Prime Cup and any team in between.

Check Your Opponent

At the beginning of a match, you and your opponent will see each other's team of six Pokémon. This is your chance to see what types of Pokémon your opponent prefers. Look for patterns in your opponent's team—if they're not all the same type, there might be something else that ties them together as a team.





Watch the Weaknesses

Pay close attention to the strengths and weaknesses of your Pokémon in relation to the opposing team. Often, you will have two Pokémon that could potentially battle against a particular Pokémon. In that case, pick the one with the fewest weaknesses against the rest of the opponent's team.



Pick Three Pokémon

When possible, choose three Pokémon that all six of the opposing Pokémon are weak against. If the opposing team is too diverse for that, make sure you have at least some of the attack types that the opposing Pokémon are weakest against.



Lead Pokémon

Speed, HP and type should all factor into your choice for your lead Pokémon. For example, you can lead with a Ghost-type—they're fast and often have the sort of special attacks that can start a battle off well, and they have very few weaknesses, making them excellent lead Pokémon.



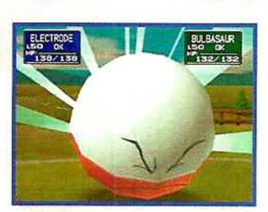
Spy the Speedometer

It is often to your advantage to be the first to attack. Electric-types are generally the fastest Pokémon alive, but other individual Pokémon, such as Starmie, Diglett and Haunter are all relatively fast. Carbos-loading will speed up your trained Pokémon.



Sacrifice Attacks

An Attack like Explosion or Self Destruct will take all or most of an opponent's HP—but it will take up all of your Pokémon's HP as well. A different sacrifice move involves a Pokémon staying in a losing battle to get in a last attack. That way, you won't have to lose a turn swapping out the weak Pokémon.



Crippling Attacks

Thunder Wave, Hypnosis, Confuse Ray and other attacks that paralyze or confuse Pokémon or put them to sleep are great ways to lead an attack or take some of the advantage away from a Pokémon that is faster or stronger than your Pokémon. Remember that they do not work consistently, and some wear off after a while.





Switching Pokémon

It may seem like a waste of a turn to pull your Pokémon out in the middle of a battle, but sometimes it's for the best. If you brought a Pokémon into a match to battle a particular Pokémon or more than one Pokémon type, you must save it for those battles. If your opponent switches his or her Pokémon to a type your Pokémon is weak against, you should also swap it out. Even one turn against the wrong type could spell disaster for your team.





BUILD YOUR OWN

If you have a Game Boy Pokémon game, you can catch and raise Pokémon to use in Pokémon Stadium. It's extremely unlikely that you already have enough different Pokémon to qualify for all of the Cups and Gyms, so you will want to build your own custom monsters to use in this game. It's quite time consuming, but the results are well worth the effort.





Experience Level

The simplest, cheapest way to boost a Pokémon's experience level to the point required for a Cup is to use your Pokémon in battles within the Game Boy Pokémon game. The upgraded Doduo and Dodrio Game Boy Towers can speed this process up. Rare Candy also boosts experience level, but it is, well, rare.



Hit Points

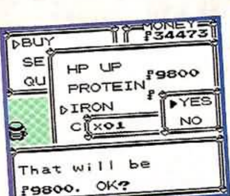
Hit Points, or HP, indicate how much damage a Pokémon can take until it faints. HP will increase as a Pokémon gains experience and when it evolves. You can also boost HP with, logically, HP Up. As you catch Pokémon, be sure to get a few of each type, so you can choose those with higher stats to begin with.

Choosing Moves

Pokémon begin with a few innate moves, and as they grow they naturally learn more. You can also teach moves to Pokémon with Technical and Hidden Machines (TMs and HMs). Once you know the sort of opponents you are facing in Stadium, you can choose the proper moves for your Pokémon. Your Pokémon can have only four attacks, so choose wisely. You will have to replay Pokémon to acquire more TMs and HMs.

Use Items to Boost Pokémon Stats

You can purchase items to give your Pokémon a boost in its stats—but there is a limit to how high stats can be pushed, and it varies from creature to creature. You can boost your Special rating with Calcium, Defense with Iron, Attack with Protein and PP (the number of times you can use an attack) with Elixir and Ether. Most of these items are available at the department store in Celadon City and are extremely expensive.







We'll use this Cup as an example and show you both a rental team and a trained team. We'll explain our general approach to this Cup, including the logical reasoning behind our decisions. You should be able to apply this approach to the other Cups.

Battle 1: Bug Boy

Bug Boy is not much of a threat, considering that his team is mainly Bug-type and not very strong at that. As long as your Pokémon can do Fire-type or Ice-type attacks against the Bug-types and Psychic-type or Ground-type attacks for the Poison-types, you'll be fine. A single Fire-type equipped with Dig would be enough to exterminate this team. Watch out for stun and sleep moves.







#30 Nidory — Lev. 16, HP 49, Poison

Growl	NRM
Tackle	NRM
Scratch	NRM
Double Kick	FTG

#23 Ekany — Lev. 15, HP 36, Poison

Poison Sting	PSN
Leer	NRM
Wrap	NRM

#48 Venomy — Lev. 15, HP 44, Bug, Poison

Tackle	NRM
Disable	NRM
Supersonic	NRM



#12 Buttery — Lev. 15, HP 44, Bug, Poison

Confusion	PSY
Tackle	NRM
Stun Spore	GRS
Sleep Powder	GRS



#41 Kakuny — Lev. 15, HP 39, Bug, Poison

Poison Sting	PSN
String Shot	BUG



#46 Pary — Lev. 15, HP 36, Bug, Grass

Scratch	NRM
Stun Spore	GRS

Battle 2: Lad

This team is far more varied, although it is united in a unanimous weakness to Ice-type attacks. But you don't have to use an Ice-type. A team of Water-type, Electric-type and Fire-type Pokémon would do very well against Lad, too. Lad's small Pokémon are tougher than they look and far tougher than Bug Boy's team—but still, not that formidable.





#17 Pidgeotty — Lev. 15, HP 45, Normal, Flying

Gust	NRM
Sand Attack	NRM
Quick Attack	NRM
Razor Wind	NRM

#83 Farfety — Lev. 15, HP 42, Normal, Flying

Peck	FLY
Sand-Attack	NRM
Take Down	NRM
Fury Attack	NRM

#69 Sprouty — Lev. 15, HP 41, Grass, Poison

Vine Whip	GRS
Growth	NRM
Wrap	NRM
Mega Drain	GRS

#2 Ivysaury — Lev. 16, HP 46, Grass, Poison

Tackle	PSY
Vine Whip	NRM
Growl	GRS
Leech Seed	GRS

#41 Zubaty — Lev. 15, HP 38, Poison, Flying

Leech Life	BUG
Supersonic	NRM
Bite	NRM

#74 Geody — Lev. 15, HP 38, Rock, Ground

Tackle	NRM
Defense Curl	NRM

Battle 3: Swimmer



In a surprise move, Swimmer prefers Water-types. A single Electric-type would be very bad news to most of this team. Swimmer doesn't have much beneath his bathing cap, and he will often inexplicably use Magimer, his Magikarp. Magikarp does evolve into Gyarados, but in its fishy state, it's all washed up. Still, Swimmer will send it out, which is good news for you.





61 Polimer — Lev. 16, HP 49, Water

Bubble	WTR
Hypnosis	PSY
Bubblebeam	WTR

#8 Tortmer — Lev. 16, HP 47, Normal

Tackle	NRM
Tail Whip	NRM
Water Gun	WTR
Bubble	WTR

#129 Magimer — Lev. 15, HP 33, Grass

Splash	NRM
Tackle	NRM



#79 Slowmer — Lev. 15, HP 54, Water, Psychic

Confushion	PSY
Strength	NRM
Flash	NRM

#120 Staryumer — Lev. 15, HP 36, Water

Water Gun	WTR
Bubblebeam	WTR
Tackle	NRM

#33 Nidorimer — Lev. 16, HP 47, Poison

Leer	NRM
Horn Attack	NRM
Poison Sting	PSN
Double Kick	FTG

Battle 4: Burglar



Burglar is so named because he likes to use attacks that steal your Pokémon's Defense, Accuracy or Attack Power. His Drowlar can even steal your Pokémon's ability to use one of its attacks! Burglar's team will also try to paralyze or confuse your Pokémon or put them to sleep, potentially robbing you of several chances to attack. Fast Pokémon, preferably with paralyzing attacks, will lock Burglar up.





#38 Ninelar — Lev. 16, HP 52, Fire

Ember	FIR
Body Slam	NRM
Bide	NRM
Tail Whip	NRM

#58 Growlar — Lev. 16, HP 46, Fire

Bite	NRM
Roar	NRM
Rest	PSY

#27 Sandlar — Lev. 16, HP 45, Ground

Scratch	NRM
Sand Attack	NRM
Swift	NRM

#96 Drowlar — Lev. 17, HP 50, Psychic

Pound	NRM
Hypnosis	PSY
Disable	NRM
Confusion	PSY

#5 Charmelar — Lev. 16, HP 47, Fire

Scratch	NRM
Leer	NRM
Ember	FIR
Growl	NRM

#37 Vular — Lev. 15, HP 38, Fire

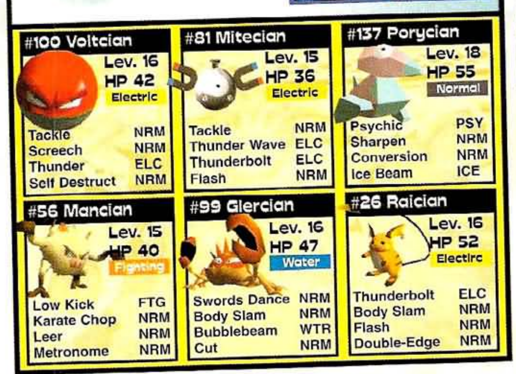
Ember	FIR
Tail Whip	NRM



Battle 5: Mr. Fix

Mr. Fix relies heavily on his Porycian, which has the powerful Psychic attack and the annoying Conversion attack that allows it to change its type. A Psychic-type will do it in quickly, as will a strong Electric-type. A Pokémon with Ground-type attacks will do wonders with Mr. Fix's Electric-types. Mr. Fix is by far the toughest opponent yet in this Cup, but the Cup's not over!





#100 Voltcian — Lev. 16, HP 42, Electric

Tackle	NRM
Screech	NRM
Thunder	ELC
Self Destruct	NRM

#81 Mitecian — Lev. 15, HP 36, Electric

Tackle	NRM
Thunder Wave	ELC
Thunderbolt	ELC
Flash	NRM

#137 Porycian — Lev. 18, HP 55, Normal

Psychic	PSY
Sharpen	NRM
Conversion	NRM
Ice Beam	ICE

#56 Mancian — Lev. 15, HP 40, Fighting

Low Kick	FTG
Karate Chop	NRM
Leer	NRM
Metronome	NRM

#99 Glercian — Lev. 16, HP 47, Water

Swords Dance	NRM
Body Slam	NRM
Bubblebeam	WTR
Cut	NRM

#26 Raician — Lev. 16, HP 52, Electirc

Thunderbolt	ELC
Body Slam	NRM
Flash	NRM
Double-Edge	NRM



Battle 6: Hiker

Hiker has a fantastic mix of Pokémon, including a thick-skinned Wigglytuff, a big, nasty Gastly, and a level-20 Ryhorn! Ghost-types are always good picks when battling tough Normal-types, Ghost-types are very weak against a Psychic attack, and a Water-type will render the Rhyhorn named Hihorn completely useless. Think about the rest of Hiker's team. Would it be covered with those three types?





#111 Hihorn — Lev. 20, HP 67, Ground, Rock

Double-Edge	NRM
Rock Slide	RCK
Earthquake	GRD
Fissure	GRD

#40 Higglytuff — Lev. 15, HP 70, Normal

Sing	NRM
Mega Kick	NRM
Reflect	PSY
Strength	NRM

#64 Hadabra — Lev. 16, HP 42, Psychic

Psywave	PSY
Kinesis	PSY
Thunder Wave	ELC
Metronome	NRM

#66 Hichop — Lev. 15, HP 52, Fighting

Karate Chop	NRM
Mega Kick	NRM
Bide	NRM
Submission	FTG

#117 Hidra — Lev. 15, HP 45, Water

Surf	WTR
Mimic	NRM
Swift	NRM
Double-Edge	NRM

#92 Higast — Lev. 18, HP 43, Ghost

Confuse Ray	GHO
Night Shade	GHO
Explosion	NRM
Lick	GHO

THE LAST BATTLES

The last two battles, fittingly, are by far the toughest in the Cup. You may actually have more trouble with Lass, the Semifinal's Trainer, than you do with Fisher. Both trainers have level-20 Pokémon, and are sure to use them!

Semifinal: Lass

Lass has two level-20 Pokémon, but luckily, she can use only one according to the rules of the Cup. Unluckily, both Gyradette and Cruelette are extraordinarily sturdy Pokémon. When facing a very tough Pokémon, it's a good idea to paralyze, confuse or put it to sleep before you attack more aggressively. A Psychic-, Water- and Electric-type team would stop Lass, but so would many others.





#130 Gyaradette — Lev. 20, HP 68, Water, Flying

Bite	NRM
Thunder	ELC
Double-Edge	NRM
Surf	WTR

#122 Mimess — Lev. 15, HP 42, Psychic

Metronome	NRM
Barrier	PSY
Psychic	PSY
Seismic Toss	NRM

#59 Arcaness — Lev. 15, HP 58, Fire

Fire Blast	FIR
Dig	GRD
Swift	NRM
Leer	NRM



#73 Cruelette — Lev. 20, HP 62, Water, Poison

Wrap	NRM
Supersonic	NRM
Toxic	PSN
Surf	WTR



#87 Dewgette — Lev. 15, HP 58, Water, Ice

Ice Beam	ICE
Body Slam	NRM
Strength	NRM
Horn Drill	NRM

#52 Meowette — Lev. 15, HP 43, Normal

Double Team	NRM
Growl	NRM
Pay Day	NRM
Bite	NRM



Final: Fisher

Fisher's Nairish is one tough Dragon-type, and if it can't Dragon Rage you into submission, it will simply and slowly wear you down with Wrap. You may not catch a break from Wrap, but when you do, attack with Thunder Wave or a similar attack, followed by Blizzard, Ice Beam, Psychic or their like. It may take two of your Pokémon to equal this single Dragonair.





#148 Nairish — Lev. 18, HP 52, Dragon

Dragon Rage	DRG
Wrap	NRM
Thunder Wave	ELC
Double Team	NRM

#80 Broish — Lev. 16, HP 59, Water, Psychic

Psychic	PSY
Tri Attack	NRM
Surf	WTR
Disable	NRM

#36 Fablish — Lev. 18, HP 52, Dragon

Metronome	NRM
Double-Edge	NRM
Hyper Beam	NRM
Thunderbolt	ELC

#72 Coolish — Lev. 16, HP 42, Water, Poison

Wrap	NRM
Surf	WTR
Supersonic	NRM
Mega Drain	GRS

#20 Ticatish — Lev. 18, HP 51, Normal

Hyper Fang	NRM
Bubblebeam	WTR
Dig	GRD
Quick Attack	NRM

#55 Goldish — Lev. 16, HP 54, Water

Mega Kick	NRM
Surf	WTR
Ice Beam	ICE
Dig	GRD

RECOMMENDED RENTAL POKéMON

We've put together a rental team that is fairly aggressive—and by this, we mean a team that relies a bit more on attacks that directly do damage as opposed to attacks that confuse or paralyze Pokémon. This team is also very diverse in both attack and Pokémon types.



High Voltage

The bigger electric mouse was chosen because it's an Electric-type. Its high attack power and mix of attacks makes it a good team player. It has a powerful Thunder attack, which misses often—but when it hits, watch out! Seismic Toss is a good utility move, and Thunder Wave's paralyzing capabilities are also helpful.







The Ghost with the Most

While it's possible to craft a good team without a Ghost-type on it, you can't deny the appeal of a Pokémon that is weak against very little and strong against nearly all! Ghost-types are powerful enough to withstand attacks as devastating as Explosion, and they scare the daylights out of most Pokémon.









Burning Love

This hot dog has a lot going for it—a Fire-type is useful against Bug-, Flying- and Grass-types, and with a Dig attack in its arsenal, it can even stand up to Rock- and Electric-types. Dig can also help your Pokémon duck out of the way if it can't escape a weak Water-, Ground- or Rock-type Pokémon.





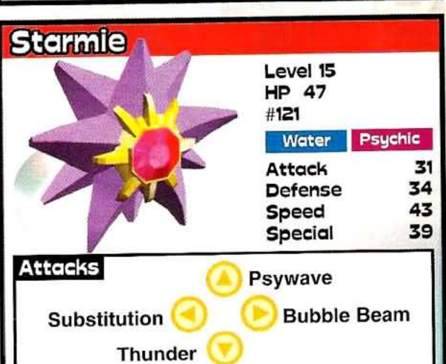



Psychic Phenomenon

The spoon is there because Kadabra is serving up a heaping helping of pain—Psychic-types are very powerful! Even Ghost-types are spooked by Kadabra's Psychic. Seismic Toss will get Kadabra through those painful battles against another Psychic-types, and Metronome will often pick a useful attack.







Starry Might

Once you use a Starmie in battle and understand all that it can do, you will have a hard time creating a team without one. This Pokémon can use Water-, Psychic- and Electric-type attacks with finesse, and this rental Pokémon is outfitted with a good selection of these attacks. Only Grass- and Electric-type attacks can dim Starmie's light.









Dragon's Flair

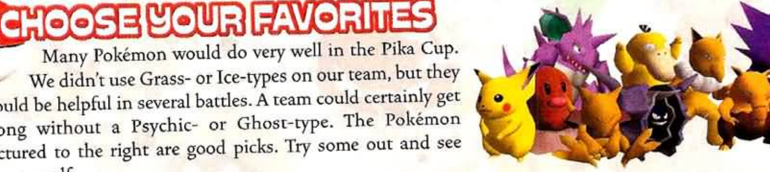
Another magically versatile Pokémon, Dratini and all of its Dragon-type kin can learn a whole bunch of different types of powerful attacks. That would be great on its own, but add to that the Dragon's natural resistance to nearly every type of attack—only Ice- and Psychic-type attacks can really harm it—and you have a winner!





CHOOSE YOUR FAVORITES

Many Pokémon would do very well in the Pika Cup. We didn't use Grass- or Ice-types on our team, but they would be helpful in several battles. A team could certainly get along without a Psychic- or Ghost-type. The Pokémon pictured to the right are good picks. Try some out and see for yourself.



RECOMMENDED TRAINED POKéMON

We've purposely crafted a team that is similar in Pokémon structure to the rental team but more balanced between aggressive attacks and passive attacks that confuse, paralyze and keep enemy Pokémon from attacking. You definitely need less power when you have the right attacks.



It's Practically His Cup, Anyway

Pikachu is naturally a good choice for the Pika Cup. This popular monster's Electric type and matching attacks make it useful when battling Water-, Flying- and Psychic-types, but powerful attacks such as Thundershock can zap Ice-, Ghost- and Poison-types, too. Thunder Wave works well no matter what the opposing type is.







We All Dig 'Em!

Diglett is one fast little ground-dweller. Its speed virtually guarantees it will be the first to attack, even against the fast Electric-types it's so dangerous to. In addition to shorting-out Electric-types, Ground-types can bring Poison-, Fire- and Rock-types down to earth. Use Growl to lower your opponent's Attack power.





Poliwrath

Level 16
HP 57
#62
Water Fighting

Attack	38
Defense	41
Speed	33
Special	34

Attacks

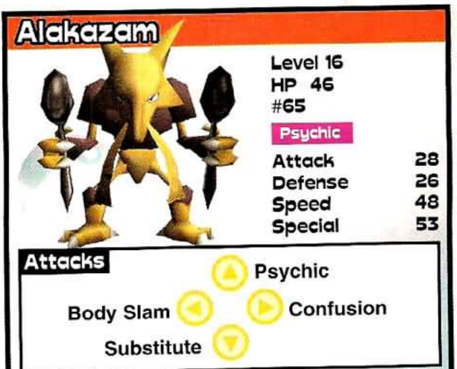
- Seismic Toss
- Surf
- Metronome
- Water Gun

Amphibious Achiever

This Poliwrath has more muscle than the rest of our trained team. It also has two wicked Water-type attacks for any pesky Fire-, Ground- or Rock-types. Its Fighting-type makes it weak against Psychic- and Flying-types, but it should stand up well versus a Normal-, Ice- or Rock- type for the same reason.





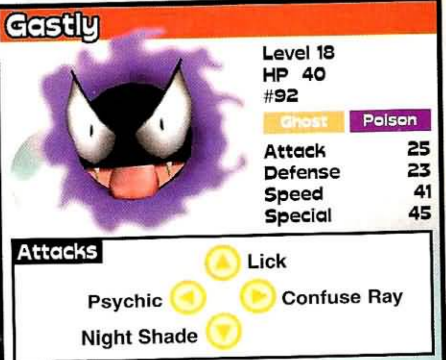


Hocus Pocus?

Alakazam has two spoons—who wants seconds of its psychic power? Not a Ghost-, Fighting-, Poison- or Ground-type, that's for sure. Its Psychic attack will hit even a Dragon pretty hard. Remember that Body Slam may also paralyze an opponent, and Substi-tute can stretch Alakazam's HP for all it's worth.







Able Apparition

Gastly is the very definition of a major balanced Pokémon. Two of its attacks, Lick and Confuse Ray, can cause an opponent to miss a chance to attack, while the other two, Night Shade and Psychic, use pure power to make a point. A one-two punch of Confuse Ray followed by several Night Shade attacks will haunt most Pokémon.









Debonair Dragonair

This Pokémon is a powerhouse: great stats, a diverse array of attacks and the famous Dragon-type sturdiness. Its Ice Beam attack will give pause to other Dragon-types, while Dragon Rage, Thunder Wave and Wrap work well on nearly any Pokémon. Take a trick from Fisher's book and Wrap any opponents that would normally hurt Dragonair.



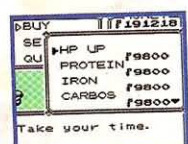




STAT BUILDING

Go back to your Game Boy Game and purchase plenty of Carbos, Iron, Protein, Calcium and other items that will benefit your Pokémon. You can battle the Elite Four as many times as you want to earn some quick cash. You may also want to play the game over to get more HMs and TMs to give your Pokémon better attacks.





MORE ACTION AHEAD

The Pika Cup was just the beginning. Many, many more battles await the top Pokémon Trainers. Here's a look at what's to come.

More Cups

As we mentioned before, there are three more Cups to enter. The Petit Cup is similar in structure to the Pika Cup, but the Poké and Prime Cups are both divided into four Balls with eight battles each. The battles get progressively harder in these Cups.







The Gyms

There are eight Gyms within Gym Leader Castle. Each has four battles, and when you win the battle with the Gym Leader, you will receive a badge for your efforts. Defeat all eight to open the door to the Elite Four. You can change your Pokémon team in each new Gym.



The Elite Four

Your team must be both powerful and diverse, and your battling skills must be razor sharp if you want to come out of this match against these powerful Pokémon Specialists a winner. After you beat the four, you must take on your rival with the same team.



Mewtwo

Mewtwo may have wreaked a lot of havoc in *Pokémon: The First Movie*, but this fight isn't all that difficult. You can use up to six Pokémon to defeat the lone Mewtwo. You can accomplish this task with just the rental Electrode and Ditto, if you play your Pokémon right.



Round 2

Once you've made it through all the cups, the Gym Leader Castle and Mewtwo, you get to do it all again—and this time, it's much, much harder. You can triumph in the Round Two battles with rental Pokémon, but it's extremely difficult. These battles are better suited to souped-up, trained Pokémon.



KIDS' CLUB

These adorable minigames will help you unwind from all of those trying battles. Try the "Who's the Best?" Mode on Hard difficulty for a real challenge!

Magikarp's Splash

Magikarp will flounder unless you press and hold A each time just as it hits the ground.



Clefairy Says

The Clefairy teacher always builds upon its previous sequence—make sure you remember it all!



Run, Rattata, Run

As soon as you see the hurdle appear at the edge of your Rattata's raceway, jump.



Snore War

To win the Snore War, keep up with the gradual changes in the pendulum's speed.



Thundering Dynamo

Tap the correct button as quickly as you can to pump up Pikachu or Voltorb. Watch the color changes!



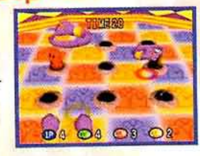
Sushi-Go-Round

The most expensive sushi is orange, red or pink. Try to eat the same kind at least five times in a row.



Ekans's Hoop Hurl

Catch any gold Diglett that you see—they're worth twice as much as the regular Diglett.



Rock Harden

Timing will see you through the end of Rock Harden—try to use your Harden attack judiciously.



Dig! Dig! Dig!

Alternate between L and R as fast as you can to dig your way to victory.



EVENT BATTLE

Event Battle is accessed from the very first select screen and is a two-player battle mode. You need two Game Boy Pokémon games and two Transfer Paks to play, and the six Pokémon in each game's party are the six that will battle.

Battle a Friend!

You can play an event battle according to the rules of any of the four Cups. You can also set a time limit between five minutes and 90 minutes in five-minute increments. You also set a time limit for choosing your Pokémon's action. If no one wins before the time limit is up, the player with the most Pokémon wins. Total HP remaining breaks a tie.





POKéMON LAB

You can enter Professor Oak's Lab only if your Pokémon Game Pak is inserted into the Transfer Pak. Inside this lab you can organize data, trade Pokémon and save Pokémon to the Pokémon Stadium Game Pak.

Get Organized!

The biggest attraction inside the Pokémon Lab is the computer that allows you to view the data on your Pokémon Game Pak and rearrange it as you see fit. Finally, you have an easy way to get all of your TMs, HMs and items in order!









Inside the Gallery, which is also accessed at the very first select screen, you will find a Pokémon photography studio where you can take pictures of your own personal Pokémon or rental creatures. Your Pokémon's coloring is determined by its nickname.

Snap Shots

You use nearly every button to move the camera's focus around. There are limits to the camera's movement. As you clear Cups and Gyms, those backgrounds will be opened for use in the Gallery. You can print stickers of your shots at Snap Stations. For Snap Station locations call 1-800-859-4521 or visit www.pokemon.com.





UNLOCK THE SECRETS

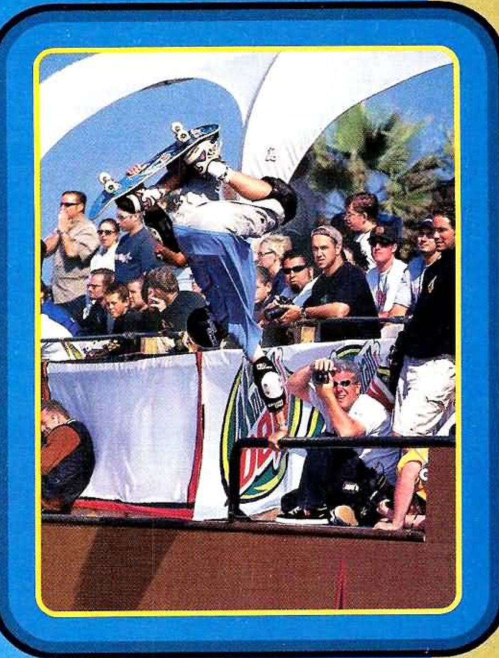
We've spilled a few of the secrets within Pokémon Stadium, but there are still more to uncover. A couple of very special Pokémon are given as rewards for completing different areas of the game, such as the phenomenal Amnesia Psyduck you get for registering all 151 Pokémon to the Hall of Fame. Is a certain surfboard-toting electric mouse in your future? Play the game and find out!





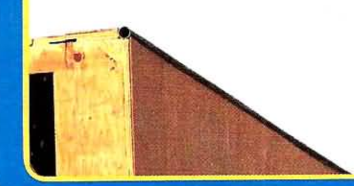








HANDPLANT... TO 900...



Skate as Tony Hawk and nine other top pros in fully skateable, real-world locales.

Pull off hundreds of on-the-fly trick and stunt combinations, including moves like grinds and kick-flips.

Take on various two-player, split-screen modes or go pro in single-player "career" mode.







"...the best skateboarding game ever."

GamePro

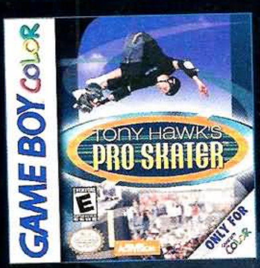
SCORE 500

SPECIAL

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TO NINTENDO® 64 AND GAME BOY® COLOR







Wherever there's turbulent water and danger, the elite members of the HydroThunder Racing Association gather to test their extreme machines. Midway invites you to join the best and fastest on the waterways of the N64.



THUNDEROUS OVATIONS

In HydroThunder, Midway combines the speed of Rush with the wild and wet play control of Wave Race 64. The resulting speedster is just as intense on the N64 as in the arcade, and great touches such as the ability to customize the Rumble Pak make it even more exciting. Like in many Midway racers, players begin with a few vehicles and tracks, opening up more of the 13 boats and 13 courses as they place highly in subsequent races. Multiplayer mode supports up to four insane sailors, but you'll have to open up courses playing the one-player mode. Three- and four-player races are supported only if you have the Expansion Pak. With excellent graphics, blazing speed, cool boosts and the best rumble feature ever, HydroThunder is set to make a huge splash.







Hydro Hints

All H.T.R.A. racers should know these four basic moves and tactics if they hope to compete against the relentless CPU drivers. You should also master techniques for turning in the air and using your Boosters to fly where you want to go.



BUMP AND RUN

Every boat has a Mighty Boat Shield that's activated with the Booster. When your boat flashes, the shield protects your hull and allows you to plow through obstacles and boats.



DON'T RUN ON EMPTY

When your Booster Tank is empty, it takes several seconds to reactivate your Boosters if you pick up more juice. It's a good idea to keep some Boost Juice in the tank at all times.



TAILGATERS

If competitors' boats (X icons) or a police boat (star icon) appears on screen, cut them off if they're right behind you, or get out of the way if they're moving up on the side.



BOOST BALANCE

While sliding up a ramp, you may notice that your boat tends to wobble or slip off to one side. Regain your sea legs with a quick burn of your Booster engines.

Lost Island



The best place to start your racing career is with a Tahitian trial around and through a volcanic island in the south seas. Fortunately, you're not a castaway, and it won't take very many attempts to rescue yourself with a top-place finish on this course. Don't miss the two shortcuts shown on the map. You'll find lots of valuable extra boosts along those hidden streams.



THE WATERFALL IS THE WAY

Shortly after the start of the race, look for a waterfall straight ahead of you. Drive straight into the curtain of water, then prepare to veer slightly to the left inside the tunnel to pick up a nine-second boost.



VAULT THE VILLAGE

As you race through the native village, the citizens welcome you with a hail of spears. Just before you reach the natural arch at the end of the village, steer to the left, over a short path that leads to a hidden channel and lots of boosts.



FEEL THE BURN

Deep in the heart of the volcano you'll find a challenge for the truly brave. Boost up the ramp and fly through the spout of flame. As you enter the flame, you'll get a nine-second boost—just what you need to finish the race.



Thunder Park



The theme of this park is sun and surf. Narrow channels with right-angle turns take the ticket when it comes to challenge. Having enough Boost Juice to keep up your speed and hull shield is vital. And the fun doesn't stop there. Many of the boost items move from side to side, and since you make several laps on the course, the boosts that you take on one lap will be missing the next time around.





LOOSE BOOSTS

Since these boost items move, you'll have to anticipate where the boost will be when you reach it. Also, avoid grabbing boosts when you don't need them. You might need them on a later lap.

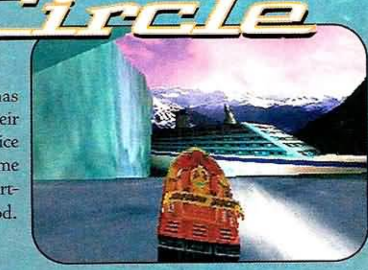


HYDRO JUMP

Try Hydro-Jumping once you've picked up a boost item. Begin by pushing your brake button, then push your boost button while still holding the brake. Your boat will jump up so you can grab floating boost items or leap over obstacles.

Arctic Circle

The frozen north isn't all frozen. Enough of the ice pack has thawed, allowing the daredevils of the H.T.R.A. to hold their chilliest race of the year. Whales, penguins, icebergs and ice breakers may get in your way, but the biggest headaches come from persistent opponents who never quit. Look for three shortcuts to help put you in the lead for good.





THE ROOF RAMP

Near the beginning of the race, look for the village on the left bank. There's one rooftop that sits on the ground. Use that as a ramp to leap over a bend in the river and catapult yourself up several positions in the standings.



HOLE LOTTA SHORTCUT

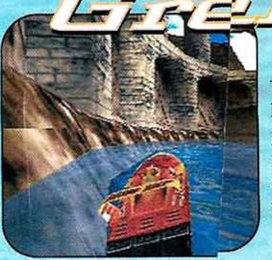
One of the best shortcuts in the game is in the ice cavern. Look for a hole above the waterline on the right side of the course, and use the Hydro Jump to blast into it. Suddenly, you'll jump four or five places ahead in the pack!



PENGUIN SIGHTING

When you spot the flock of penguins on the left shore near the beached ship, veer toward them and hit your Booster. You'll scoot inside the ship and find two boost icons, not to mention a shortcut to the finish line.

Grek Isles



There's nothing mythological about this course, except for the H.T.R.A. legends of how difficult it is to master. The shortcuts are limited to a pair of side channels with some extra boost icons, but you'll have to make use of lots of Hydro Jumps to grab all the boost icons that are floating in the air. It all ends with a wild ride down a winding aqueduct.



POURING PROSPECTS

Look for the waterfall that pou into the main channel on the le side of the course. The openin behind the falls is narrow, fol- lowed by a sharp turn to the l You'll find two valuable nine- second boosts in this shortcu



CAVE CRUISIN'

Following the long slide into the cave with the statue of the Greek warrior, look for a shortcut on the right side. You'll have to use the Hydro Jump to leap over the low waterfall and reach the prized nine-second boost icon.



SAFE SCRAMBLE

In the crowded outset of this and other races, the CPU drivers will try to cut you off at the turns. The safe bet is to follow close behind them.



Lake Powell



The canyons of Utah may not seem like a good place for a race, but the H.T.R.A. can't resist the challenge. This course winds through the steep-walled canyons like a rattlesnake, and its secrets are hidden in bat-filled caves and ancient Anasazi ruins. The river runs deep, and the excitement runs high.



GHOST SHIP CAVE

Behind the waterfall lies a secret canyon full of lost ships that never found their way out again. Use your Booster to power up your shields and protect your hull during the passage, and don't miss the four-second boost icons in the shortcut.



THE BAT CAVE

This narrow tunnel opens up to the left of the main course behind a little lake where you'll see a houseboat and two sailboats. There's just one four-second boost icon inside—enough to move you up in the standings.



BRIDGE JUMP

As you fly over the final drop-off, you'll notice a train trestle and a nine-second boost icon out in front of you. The only way to reach this tempting trophy is to take the ramp between the two blue boosts.

The Far Est

In the heart of China, the I vades a river that winds through misty mountains and ancie . Don't let the lovely scenery fool you, though, because this co mean as a dragon. The red boosts are few and far between, ar rtcuts are hidden like treasured pearls. If a patrol boat gets i boost up your shields and ram it to clear the path ahead.



The Silver Curtain

The waterfall near the start of the race doesn't hide a shortcut, but it does conceal a four-second boost icon.



Village Jump

This is one of the toughest Hydro Jumps in the game. As you bounce down the three-tiered waterfall, use your Hydro Jump on the second tier. With luck, you'll boost yourself over the tunnel and slide through the village.



Final Flight

As you exit a tunnel near the end of the course, you'll see a ramp straight ahead and a red boost just to the left of it. Ignore the boost and take the ramp. You'll soar toward the finish line, passing the slower boats below.

Ship Graveard



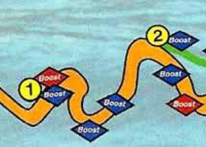
Once a bustling shipyard, this atoll is now the ho ting hulks and overzealous military police—the perfect setting for an race. The Graveyard course twists between the derelict ships, but it also ha ong straightaways where you'll need to use your Boosters for extended ick up as many boost icons as you can. Try to get a jump off the star by hitting your accelerator button just after the announcer count one.



Ship Slip

Near the beginning of the Graveyard course, head left after the first turn to pick up the nine-second boost icon. It's hiding behind the two rusting hulks.





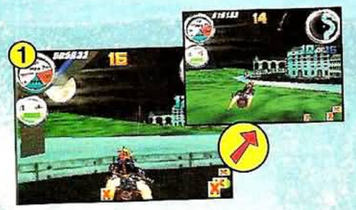
Legend of the Falls

It is said that a shortcut is hidden behind the waterfall on the left side of the course, and so it is. Head into the torrent and pick up a blue boost while moving ahead in the pack.

Venice Canals



Sharp corners and narrow canals may be perfect for a moonlit ride in a gondola, but lovers of speed like the members of the H.T.R.A. must be insane to race in this watery Italian city. The twisted path is certainly one of the most challenging courses in the game, and you should consider a boat with good impact resistance as well as good control and stability. The versatile Tidal Blade might be just the boat you need.



LAWN PARTING

The low-lying lawns along the banks of the canals in this area may look like they're suited only for croquet, but you can crash the party and gain time by Hydro-Jumping out of the canal or using the ramp a little farther down the course.



SEEING RED

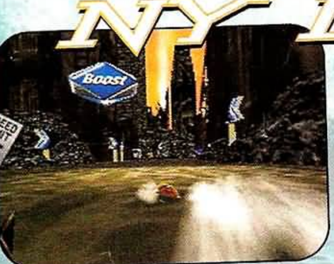
Shortly after your lawn-boating experiment, look for a glimpse of red on the left side of the canal. When you see it, veer left and head for the narrow passage between two buildings. Inside you'll find a red, nine-second boost icon.



SEE THE LIGHT

The second dangling chandelier has a secret. If you Hydro-Jump up and pass through it, you'll discover another red boost.

NY Disaster



Not even the devastation of a meteorite crashing into New York City can dampen the spirits of H.T.R.A. members. The flooded and wrecked city is just another great place to stage a major race. New York's finest will try to stop the fun, but the sharp turns and narrow channels will probably do a better job of slowing you down. When you finally reach the crater itself, you'll know that the end is near.



REVOLVING DOOR

These doors may look as if they're made of solid steel, but you can fly straight through them. Pick up one blue and one red boost in the shortcut that you'll find behind the revolving door.



DROP IN THE SEWER

After exiting the right-hand branch of the sewer tunnel, look for the blue boost on the left side of the course. If you boost over the drop-off, you'll miss the four-minute boost icon.



Nautical Chart

Nintendo Power has acquired all of the top-secret technical data on the H.T.R.A. speedboats. Although we recommend the boats with good balance, you may prefer a craft that excels in one area or another. Use this information wisely.

	Boat Information	Motor Speed	Boost Speed	Control	Stability	Hull Activation	Impact Resistance
Damn the Torpedoes	DTP is a good beginner's boat, because it has such great stability and ease of control. Look elsewhere for speed.	Fair	Poor	Good	Good	Fair	Good
Midway	The Midway flagship is an even better boat for novices. Its twin, V-Drive motors generate a lot of power.	Average	Fair	Average	Good	Fair	Good
Miss Behave	Miss Behave is a gentle boat that never misbehaves. It's the best of the beginning three choices.	Average	Fair	Average	Good	Average	Good
Banshee	Banshee may handle well, but it can't take as much of a beating as many of the other boats.	Average	Fair	Good	Average	Average	Fair
Tidal Blade	For a second-round ship, Tidal Blade is a top performer with great motor speed and boost speed.	Excellent	Good	Average	Average	Good	Average
Thresher	Slow but steady describes Thresher. Consider this tub for extremely winding courses such as Venice.	Fair	Poor	Excellent	Excellent	Fair	Excellent
Cut Throat	The competition is cutthroat, and so is this boat. It has too many weaknesses to make it a contender.	Good	Average	Good	Fair	Excellent	Poor
Razorback	This craft is an all-out speedster, but it steers like a sea cow. Use it in the Ship Graveyard.	Good	Excellent	Poor	Poor	Excellent	Poor
Rad Hazard	With better handling and impact resistance than Razorback, Rad Hazard is a solid third-round performer.	Good	Good	Fair	Fair	Excellent	Excellent



SHIP AHOY!

Midway is shipping a definite winner with this slippery speedster. It's packed with challenge, cool vehicles, hidden shortcuts, and even a touch of humor. Don't forget that there are four courses and boats not covered in this review. It seems that HT has as much depth as...an ocean.

NINTENDO 64

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classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



CODE JUSTICE FOR VIGILANTES

On dusty backroads and shady side streets all across the land, the rowdy rogues of Vigilante 8: 2nd Offense create their own brand of funky justice. Now, in true vigilante style, you can bend the rules of the game to suit your own sense of gaming justice. To enter a password, choose Options, then select Game Status with the A Button. Press the L, R and A Buttons at the same time, to make a space appear at the bottom of the screen. Most of the codes have spaces in them, which we have indicated by a __, so don't freak out when you can't find that symbol in the password alphabet. Just skip a space and move on, you vigilante, you.

DESCRIPTION	EFFECT
GO_RAMMING	CARS ARE HEAVIER AND CAUSE MORE DAMAGE
MORE_SPEED	FASTER CARS
NO_GRAVITY	CARS PRACTICALLY FLOAT
RAPID_FIRE	WEAPONS SHOOT RAPIDLY
DRIVE_ONLY	NO SPECIAL WHEEL ADD-ONS WILL APPEAR IN THE GAME
GO_MAX_REZ	ULTRA RESOLUTION ARE UNLOCKED
GO_SLOW_MO	GAME IS PLAYED IN SLOW-MOTION
MIXED_CARS	(MULTIPLAYER) MORE THAN ONE PLAYER CAN SELECT A PARTICULAR CAR
QUICK_PLAY	QUICK START ARCADE MODE IS UNLOCKED
UNDER_FIRE	YOU ARE AN ENEMY MAGNET

MAXED-OUT MISSILES

Use the BLAST_FIRE password to make the most out of your missiles. The missiles will do more damage to your enemies than usual, allowing you to attack from a relatively safe distance— if that's your sort of thing. They'll do plenty of damage up close and personal, too.



BIG WHEELS KEEP ON TURNIN'

Everyone loves a good monster-truck-style set of tires. Yes, everyone. Use the password GO_MONSTER for big wheels— and you don't even have to wait until Sunday, Sunday, Sunday.



BYE BYE BAD GUYS

It might seem like some sort of John Hughes holiday flick code (does Macaulay Culkin like car combat?) but unfortunately the HOME_ALONE password simply makes it possible for you to set the number of enemies to zero in the Arcade Mode.



RIDING HIGH

If you like your cars to have suspensions that really keep you suspended, enter the JACK_IT_UP password and ride tall. Add this code to the Monster Wheel code to give yourself one bad motor scooter.



THE END?

If you want to see the ending for each character, the LONG_MOVIE password is the way to go. Enter the code then scroll up to one of the characters and select its ending sequence. You will be treated to one long movie featuring all of the different character endings.



For more top secrets, infiltrate our Code

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ | BIG CHEAT | WACKY | HOT | JUST FOR FUN | SENT BY READER



MISSION-CRITICAL INFORMATION

Sometimes it takes a fierce fish to take command of a game and really conquer it. Yes, a tough, sharp-toothed, vicious fish like a—barracuda. You were expecting some other underwater toughie? Once you make it to Command and Conquer's title screen, spell out BARRACUDA by pressing the B Button, the A Button, the R Button, the R Button, the A Button, right C, Up, Down and the A Button. There will be nothing to indicate that you've entered this correctly. Head over to the main menu and select Replay Mission. Press the L Button to make a list of all of the missions pop up for you to choose from. Conquer each mission at will. Dismissed!



After you've entered BARRACUDA on the title screen, you'll be able to select any of these missions.

ARMORINES

PROJECT S.W.A.R.M.

COMMIT INSECTICIDE

Yeah, you've squashed a lot of space bugs in your day, but wouldn't it be fun to really let 'em have it? Start a game then pause it, pick Enter Cheat and use these codes to exterminate those alien critters for good.

CHEAT WORD	EFFECT
GODLY	INVULNERABILITY IS YOURS
SORTED	INFINITE AMMUNITION
SKIPPY	ALL LEVELS ARE OPENED



Unlock a beautiful but deadly Female Trooper in Multiplayer Mode by typing in GODDESS. Multiplayer cheats are used only one at a time.



The Volcano Bug is unlocked with the enigmatic code RUBBER. You can use it only in Multiplayer Mode.

XENA WARRIOR PRINCESS

THE TALISMAN OF FATE

THE BUNNY SUIT OF DESPAIR

Xena Warrior Princess isn't known for its relentless dedication to historical or even mythological accuracy—the show likes to mess with tradition. In that spirit, this game has a boss, Despair, who is big and mean and scary—even if he sometimes wears a fluffy pink bunny outfit. The Despair codes are entered on the title screen. For the others, enter the mid-battle code activation sequence in the midst of battle, then the code you wish to use. If you want to use another code, use the mid-battle sequence again, then enter that code.

DESCRIPTION	BUTTON SEQUENCE
UNLOCK DESPAIR	→, →, ←, ←, →, ←, →, ◀, ▶, ◀, ▶
UNLOCK BUNNY DESPAIR	→, →, ←, ←, →, ←, →, ◀, ▲, ▶, ▼
MID-BATTLE CODE ACTIVATION	A, →, →, ←, ←, →, ←, →, ↑, THEN ONE OF THE CODES BELOW
BIG HEADS (MID-BATTLE)	Z
BIG FEET (MID-BATTLE)	 R
INVISIBILITY (MID-BATTLE)	 ▶, ▶, ▶, ↓
POLYGON FIGHTERS (MID-BATTLE)	▲, ▲, A

PRETTY IN PINK

You need to unlock Despair as a playable character before you can put him in a bunny suit. Then battle like the fabulous pink villain you know you are. Go Bunny Boy!



BIG NUGGETS BIG HOOVES

Who can say no to a big-headed, big-footed Xena battling with a demon in a bunny suit with a super-deformed nugget? That's comedy, ladies and gentlemen. Use the mid-battle code activation sequence followed by the A Button to give everyone a big head.



ROADSTERS

WHO WANTS TO BE A MILLIONAIRE?

Okay, so, you won't be a real millionaire. But these codes make you a Roadsters millionaire with access to all the cars and all the divisions—these are the big dogs. Enter one of these codes as the driver's name in the Driver Select area. If you have to have it all, you can keep renaming the driver. The announcer will congratulate you if you've entered the cheat correctly. The codes are space and case sensitive. For example, to fool the computer into thinking you have 2nd and 3rd division championship wins, which will let you race in any division, enter "Trophies" as the driver's name with a space before the capital "T."



Just name your driver EasyMoney to start the game with $1,000,000 instead of the normal $40,000. That's quite a raise. Now you can purchase the roadster of your dreams.



Usually, when you say "gimme" you don't get anything except a disapproving look from your mom at the dinner table. But if you enter Gimme ALL as your driver's name in Roadsters, you'll unlock all the cars and circuits the game has to offer.



DUKE IN THE FIRST

Tired of looking over Duke's shoulder? Want a more personal view of the action? At the title screen, press Down, Up, L, Z, top C, right C, left C, Z to play the game from a first-person perspective instead of the normal over-the-shoulder view.



Look, ma, no Duke! The world seems bigger, somehow, when you see it from Duke's persepective.

NUCLEAR STRIKE 64

STRIKE BACK WITH THESE ATOMIC CHEATS

Our operatives in the field have uncovered a few codes that will make your terrorist-fightin', nuclear threat-defeatin' work a little easier. To increase your armor by 50% in strength, enter the password PCPNL. For quad damage from your weapons, enter BDGFK. Your enemies will cower in fear from your helicopter of doom.



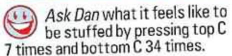
After you enter CPPLM on the password screen, you will have invulnerability. Use it for good, not evil!



NINTEND-OH NO! PLAYERS

NBA Courtside 2 features a cat named Kobe Bryant, and that's all well and good—but if you want to see some *real-video-game-type* stars, you can clone yourself a team of players featuring behind-the-scenes luminaries from the world of Nintendo or the Left Field development team. If that isn't very exciting, you can clone a team full o' Kobes, Ken Griffeys or random basketball players. To send in the clones, enter any Team Select screen then press top C seven times. Then press bottom C three times for a team of all Kobes, four times for all Griffeys and five times for a random NBA player. Other clones appear the more you press bottom C. Start with 10 taps of bottom C for Nintendo's President Minoru Arakawa, and end with 45 taps of the ol' bottom C for everyone's favorite Now Playing reviewer, Armond Williams. What's in-between? Oh, you'll see.





Ask Dan what it feels like to be stuffed by pressing top C 7 times and bottom C 34 times.



Look at Ken Griffey Jr. go! He's pulling a reverse-Jordan, entering the basketball world in fine style.

Your secret's safe with us. Send your codes to

ICON KEY: C BUTTONS ▲ ▼ ◄ ► CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER



TOP CODES+TOP GEAR=TOP SCORES

Gentlemen, start your cheat codes. But you have to be swift—the codes go in on the title screen, which might slip into the demonstration mode at any moment. Some give you extra credits or invulnerability, but most are just for fun.

DESCRIPTION	BUTTON SEQUENCE
HIGH-RESOLUTION MODE (EXPANSION PAK REQUIRED)	C◄, C◄, ←, L, L
NO DAMAGE OR FAILURES	L, Z, START, ↑, ↑
BOUNCY CARS	C▲, C◄, R, ↑, ←
VOLCANO VALLEY VIEW	C◄, Z, R, L, ↓
SPEED WARP VIEW	Z, C◄, R, ↑, →
NO DEPTH VIEW	Z, C►, R, ↑, →
SPEED-BASED ASPECT RATIO	Z, C◄, L, ↑, →
CHUBBY WORLD VIEW	Z, C►, L, ↑, →
WOBBLE TIRE	R, C►, START, ↓, Z
100,000 SPONSOR CREDITS IN SUPPORT VAN	L, Z, START, L, L
MAX CHAMP POINTS IN SUPPORT VAN	L, C▲, ←, L, L

ONE BIG TIRE

Real racers know, the only way to determine the best racer is to run a race with nothing but giant tires! Yep. Andretti does this sort of thing all the time. The sequence left C, the Z Button, the R Button, Down, Down will get you the big tire.



TOPSY TURVY

Turn that frown upside-down with this silly code—top C, Z, Start, Up, then Down. Then try to race without hanging upside-down off the couch—which we woudn't recommend, anyway.



X-TRA LARGE

It's nearly impossible to race in this giant car—mostly 'cause you can't see what's going on. Make it through this race and impress your sweetie. Enter the R Button, right C, the R Button, Left, then Up to score a big car.



REPAIR POWER

So you're a bad driver, so what? Enable this code: L Button, Z Button, R Button, L Button, and Start to make the support van repair all the damage you've done to your poor, abused vehicle.



DEMOLITION DERBY?

If you like living dangerously, use this code—right C, right C, Right, Right and Down to make truly horrible CPU drivers with a tendency to crash into everything, including you.



SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

classified@nintendo.com or to the snail mail address above.

PERFECT DARK™

RAREWARE

CONFIDENTIAL REPORT

Classified: N-Level Only

The following report compiled by Agent N-23 contains highly sensitive data that, in the wrong hands, may compromise our agents in the field. Please observe all confidential guidelines.

Agent: **N-23**
Clearance: N-Level
Distinctions: Purple Thumb, Peacekeeper Award, Silver Mario
Whereabouts: Unknown

This briefing comes to us by way of Agent N-23, who at this time is still MIA. Composed of transcribed notes taken off a voice recorder and several stills developed off the negatives from his Cam440, it paints a picture of what we have long suspected-Rare's follow-up to GoldenEye 007 is near completion and as powerful as we imagined.

The mission summary is as follows. After deciding that we could wait no longer for a glimpse at the heralded game, we enlisted the help of our man in the field, Agent K. Lobb, who has been installed inside Rare for some time.

Agent N-23 was air-dropped onto a remote section of the moors outside Twycross, England, and approached Manor Park (Rare HQ) on foot under cover of darkness. As the shift of guards changed, Agent K. Lobb accessed the internal climate management system and overrode it, sending the heating system into overdrive. As our recon had predicted, several window vents opened in response to the heat influx, and Agent N-23 was able to slip inside. At this point, we lost contact until Agent K. Lobb was able to recover these materials at the emergency drop point, a disposal chute. Bear in mind as you review the following notes and images the terrible price our agent might have paid for them. Judging by the look of Perfect Dark at this stage, that price might have been worth it. Simply put, this game looks to be frighteningly good-and we likely don't know the half of it.



Agent: **K. Lobb**
Clearance: N-Level, R-Disclosure
Distinctions: Golden Gun, Master of Disaster (Twice Decorated), Gray Honorary
Whereabouts: Classified



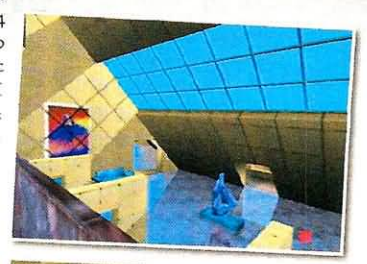




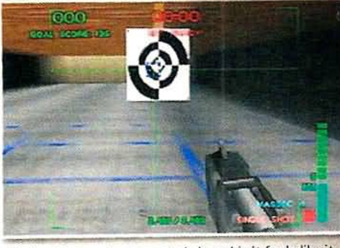


THE CARRINGTON INSTITUTE

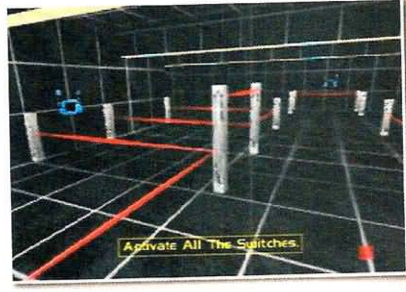
After staring transfixed at the screen, watching the N64 symbol slowly transform into a "PD" while ambient music thumped in Surround Sound, I entered the Carrington Institute. The menu system looks to be based on a digital laser of some kind that projects info onto Joanna Dark's retina. Having no time to fiddle with it, I plunged into training as the agent extraordinaire. Before even entering a mission, I could walk around the Institute where Joanna learns the skills of subterfuge and espionage. That feel of GoldenEye was back, with even more glorious graphics and an exceptional frame rate. Several characters approached me, each of them verbally explaining some essential skill. The voice talent is spot-on, especially that of Daniel Carrington, the Institute's patron, who sounds a bit like Sir Sean Connery as he explains the ways of the spy. Very cool. But as cool as it is, I have no time for true training.







The Institute where you train is so big it feels like it could be a mission level. A firing range with all sorts of vicious ballistics awaits, complete with challenges to fulfill. There's even a holographic battle simulator for the sneakier skills of disarming opponents and activating different devices.



DARK BACKGROUNDS

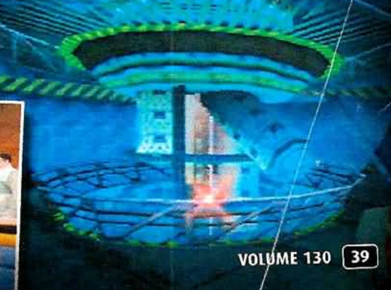
This game is stunning. I'll get to some mission particulars in a moment, but it's important to note the incredible plot that Joanna finds herself embroiled in. After graduating with top honors from the Carrington Institute, Joanna's first field experience comes in the form of a nighttime infiltration of a corporate skyscraper. She's dropped onto the roof of the building and must track down a mysterious person known only as "Dr. Carrol." From there things get crazy. As time is short, I've been able to get only a fleeting impression, but it seems as though dataDyne and the Carrington Institute are on conflicting sides of a conspiracy that reaches to the stars. Glimpses of alien life, both benign and frightening, lead me to believe that there is more at stake here than mere earthly concerns. Unfortunately, as the game begins, Joanna is as much in the dark as we are. We learn only as she does.







The story of the game evolves not only through the action but through long cinematic scenes at the beginning, end and sometimes middle of the missions. These scenes look amazing and are filled with so many sound bites one has to wonder how Rare packed it all onto a 256-megabit Game Pak.

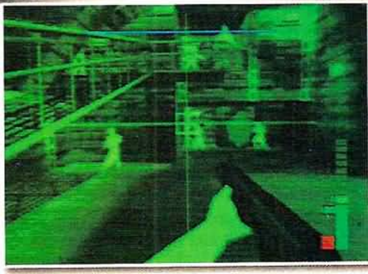


COVERT OPERATIONS

From the very beginning, I have no doubts this game will supercede GoldenEye 007 in every way. The control style is the same, with the exception of a quick weapons select menu and a secondary fire control (see Ballistics Report), and getting around feels easy and familiar to a GoldenEye veteran. There's no jumping, but Joanna can crouch and also hunker down and run hunched over. Another similarity to Bond is the three difficulty levels for each mission. Players can select either Agent, Secret Agent or Perfect Agent, with different objectives for each. I found that the levels—big already by GoldenEye standards—became even bigger when played on Perfect Agent. And Perfect Agent is hard. I was pleased to see that the frame rate is vastly improved, the attention to detail awe-inspiring and the action relentless. It was apparent right off that this game will get a Mature rating. There is most certainly blood involved, and some of the utterances from fallen guards are more suited to an older ear. The older gamer, though, will be in paradise. Every level requires a perfect combination of dexterity and intelligence.







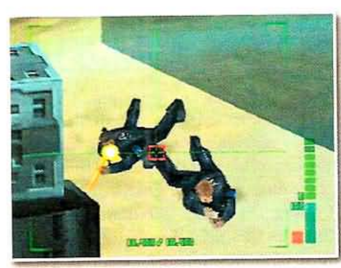
The communiques from Agent K. Lobb listed 17 levels spread over nine missions, but GoldenEye 007's experience leads me to believe that there might even be more. From what I've seen, the levels just keep getting better as well as harder. If that's true, this game will be unparalled in the N64 universe.

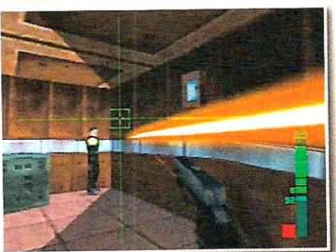
ARTIFICIAL INTELLIGENCE

Enemy AI may well be smarter than I am. In my short time studying their behaviors, I have seen guards flee for cover, retreat when they are outmatched, yell into another room for some backup, take flanking positions and even lead Joanna into a trap by retreating into a room full of armed guards. Every guard has a finite number of bullets in his or her weapon, and when they run out, they pull clips from their belts and reload—just like Jo. When you shoot the guns out of their hands, they either surrender or try to pick up another gun. They're insanely fast; dodging, rolling, blasting away the moment you peek your head out around a corner and punching and kicking if you get close. They're even subject to vision problems. When I shot the lights out in a particularly bright room, it became increasingly darker until I was shrouded in shadows. A guard then walked right by without seeing me. Absolutely brilliant. Add to this amazing animations that include limping when hit in the leg, slumping against walls and tumbling from roofs, and you're golden.













COMBAT SIMULATION

The amazing thing is, the missions aren't even half the game. The Combat Simulator is just as cool, taking multiplayer into a whole new realm. As K. Lobb had briefed me, this mode allows up to four players to fight along with up to eight "simulants," or CPU fighters. You can match up various teams, having a sim on your side or else pair up with your pals to fight the sims. And you may need friends. Some sims are simple to defeat, but others are an absolute bear. From the Turtle Sim, which always has a shield, to the Vendetta Sim, which relentlessly hunts down whoever offs it until the end of the game, the AI gets increasingly smarter until you're fighting a Perfect Sim that always shoots head shots and can wipe you out before you can blink. They all use radar, and they're all mean. You can play multiplayer straight up, but you can also play through Challenges with one to four players. These basically throw you into various combat situations with requisite accomplishments for victory. As you beat them, you unlock new levels and characters in multiplayer. Pure and total carnage.

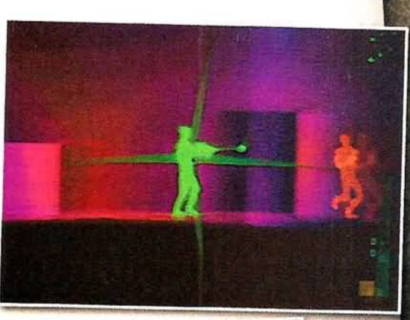






BALLISTICS REPORT

Agent K. Lobb had prepared me for the moment when I saw the ballistics list, but even I stared agog for a few moments at the 40-plus weapons at Joanna's disposal. Firing each was an experience in itself, as the sound and fury of each weapon was a testament to Rare's creativity. The reloading animations are particularly nice—instead of disappearing off screen for a second, you see Joanna physically loading each weapon with a new clip, rocket, drug ampule or whatever. Plus, every weapon has a secondary function, accessed by holding down the B Button for a second. For instance, the Farsight, an alien gun that uses x-ray technology, can be used traditionally or set on Target Locator Mode, where it searches through walls for enemies.





Quick Select



Shotgun



Psychosis Gun



Maian SMG



Twin Falcons (Scope)



Sniper Rifle



Super Dragon



N-Bomb

PRIORITY: ACQUIRE INTEL

There are so many things I've glimpsed that suggest other facets to this game, but I have no time to explore them further. One is a vehicle I stumbled upon outside Area 51 that appeared to be a sort of Hoverbike. One can only assume it will play a vital role in a later mission when a speedy retreat is necessary. There is also the small matter of codes. If Agent K. Lobb speaks the truth, then there will be tons of codes, accessed by the same mission time trial method that GoldenEye 007 employed. It appears, however, that any multiplayer codes will likely be accessed through achievements in the Combat Simulator Challenge Mode. I hope our analysts can confirm what I believe I'm seeing, as the game also appears to have a Co-Op Mode for the one-player missions—meaning you'll be able to play the whole game with a friend. Even more incredible than this is a Counter-Op Mode that lets a second player continually regenerate as a random enemy in the level who must try to stop Joanna from completing her missions. We must have more information in these fields, as what I've seen can hardly be believed.









Having no time to spare, I can't beat the one player game and confirm our agent's assertion that beating the game gives you access to CPU "buddies" that will assist you playing the higher level missions. This shot from Rare's mainframe certainly seems to back Agent K. Lobb's report.

END TRANSMISSION

Rare's systems have just gone back online, and by the increased activity in the halls, I can only guess that my position has been compromised. After recording this last transmission, I will drop the tape and the Cam440 into the garbage chute at the north end of the building, where Agent K. Lobb, with any luck, may recover them to pass along these impressions. As you can see for yourselves, Perfect Dark will redefine the first-person shooter genre in April, just as GoldenEye 007 revolutionized the world several years ago. Everything that was good about Bond is still here, only better. And everything that couldn't fit inside that first legendary Pak has found a home with Joanna. From the pure, white-knuckle tension of the missions to the multiplayer innovations that will undoubtedly destroy all preconceived notions of deathmatches, this game sets a new standard. Begin counting the days until it is finished. Agent out.











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Welcome to the scenic road tour of lovely South Park, Colorado, a quiet little burg where livestock roam the streets and the motorists are friendly and not at all abusive. People smile, wave and yield to traffic—and if they don't, you can just blow them off the road with an explosive cow.

SOUTH PARK™ RALLY

AMPLE PARKING DAY OR NIGHT

Everybody should know by now that South Park is not a place for kids. You'll be surprised how many naughty things Acclaim was able to pack into this M-rated Pak, and if you're the type that offends easily, do not bring this game anywhere near your N64. Of course, if you're old enough, you're in for one side-splitting, high-speed joyride.



One way to get your kicks is a straight race—just proceed through the checkpoints as fast as possible to win. Sabotage is encouraged.



South Park Rally's true innovation lies in its other races, most of which involve a brutal combo of racing and beating on your opponents.



NP: HOW IT RATES

Naughty language, adult themes and some of the most disgusting weapons ever seen in a video game garnered South Park Rally a Mature rating from the ESRB.

IT'S EASY, M'KAY

What Speed Limit?

Of course, anyone who obeys the posted speed limits around South Park isn't going to win any prizes. Even in races that focus primarily on battling the other drivers, driving fast is key. Whether you're pursuing someone who has the undies or you're trying to keep the cure for Mad Cow Disease from other infected drivers, you need to move.



The more contact you have with other drivers, the slower you'll go. At the start of a race, swing wide to give yourself breathing room.



Learn where the booster boxes are on every track. Hitting them will propel you into the lead on a wave of foul gas. Super sweet!



Power-sliding through corners is essential—just hold down the handbrake and the accelerator and use the Control Stick to maneuver.

Offensive Behavior

In keeping with the South Park philosophy of hate thy neighbor, many races boil down to causing your opponents as much grief as possible. You'll often have to force other drivers to cough up some essential goody. If you run for the hills with it, everyone will come after you. That's the price of popularity.



If you hold down the handbrake and the accelerator and pull the Control Stick to one side, you'll do a quick spin into firing position.



Ambushing whoever has the prize is also vital. Lurk by one of the checkpoints, then ram the offender or blast him with a weapon.



When a bunch of drivers is fighting for an item, hang out on the perimeter. The prize often flies far away, and you can reach it first.

Defensive Driving

The flip side of the coin is that when you have the item that everyone wants, you'll be driving around with a huge target on your back. It's no joke when there are five angry South Park commuters slinging insults and Cheesy Poofs at you, so it behooves you to adopt some safe driving maneuvers to help you avoid all that road rage.



You've mastered the art of the ambush, so don't think other drivers won't try it as well. Watch your radar for cars coming the other way.



Build up a huge lead at all costs, even if it means going the long way around to a checkpoint. The fewer drivers you see, the better.



If there's someone right on your tail, swerve to avoid attacks. Climbing the slopes on the sides of a road will help you avoid damage.

Get Nasty

Trey Parker and Matt Stone have come up with some of the most disgusting weapons ever conceived of, and you'll have to get your hands dirty mastering every one of them to survive. The colored boxes contain specific selections of items, so choose accordingly.

Mr. Mackey's Balloon Head
Mr. Hankey
Kitty
Barf

Alien Probe
Explosive Diarrhea
Weight Gain 4000

Chocolate Salty Balls
Rats
Terrance Turbo
Frida



One item appears randomly in all the colored boxes. Spooky-Vision instantly fills the screen with a disconcerting image designed to distract you. Don't be mad, guy!

Cheesy Poofs
Mexican Staring Frog
Phillip Phart
Underwear Gnomes

Water Ballon
Decoy Cow
Caffeine
Sparky the Dog

WELCOME TO A QUIET MOUNTAIN TOWN

Well, enough Driver's Ed—it's time to get you out on the roads! You'll be driving in seven different areas in and around South Park, and since many of the championship races revisit these several times, you'll need to get to know them intimately. Remember that as you unlock races and tracks, you can stage any race on any track.



Every area will have hazards that you'll need to avoid. For instance, in the city, watch out for the bus as it makes its rounds.

City of South Park





Fittingly, your first races will be inside the city limits. Besides the maniacally driven school bus, you'll also have to deal with the train as it passes through town—try hitting a turbo and jumping the track. Also beware of the huge snowplows as they clear the roads.

The Farm





The Farm is much more compact than the city, and you'll soon find that you need to know every square inch of it to avoid your antagonists. Watch out for the psychotic farmer on his tractor, and look around in the barns for sneaky paths that others might not see.

Big Gay Al's





Big Gay Al has himself quite a pad, and apparently he doesn't mind letting crazed drivers do donuts on his dance floor. There's a spacious upstairs and downstairs, a disco room, an ice skating room and, of course, the Big Gay Boat Ride. It's super, thanks for asking!

The Sewer





The Sewer is a nasty place to race, with snails that spin you out on trails of slime and one huge alien craft that crashed into the stinky depths. It's also one of the easiest tracks, as the pattern is very racetrack-esque. Jumping into the alien craft is a great shortcut.

The Forest





You'll need an array of driving skills to get the job done in the forest, because its combination of tight corners and wide open spaces call for both speed and agility. Learn where the landmarks are—you'll especially need to find the police station for Read a Book Day.

The Mountain





The Mountain where Mephisto makes his home (and clones posteriors) is a nightmare of elevation changes. From huge jumps to abrupt edges that plummet you far below, you'll certainly go through ups and downs. Find the railroad tunnel—it makes for a sweet shortcut.

The Volcano





The last track is the Volcano, and you won't find a more unpleasant place to stage a race. As if the hot flows of lava that periodically cut through the road weren't enough, there are no guardrails to keep you from hurtling over the edges to your doom. Drive safely, kids!

YOU WILL RESPECT MY AUTHORI-TAH!

As we said earlier, as you unlock race types and tracks, you'll be able to go into Arcade Mode and rig any race you want on any track you want. You have to unlock everything first, though, and that means beating all the races in Championship Mode. As you win more and more, you'll also unlock new characters to race with.



You'll have only five continues to last you the whole championship circuit, but never fear! Every track contains a hidden coin that will give you another continue.

South Park Rally Race 2

South Park Rally Race 1 is just a straight-up speed contest, but once you get past it you'll get your first taste of the innovative races that make South Park Rally unique. You have to capture the trophy and take it over four checkpoints.



Since all you have to do is take the trophy over checkpoint 4, you can ambush someone there and try to poach it. A better strategy is just to get to the trophy first.

Cow Days

Unfortunately, Cow Days have gone horribly wrong this year. Everyone has become infected with Mad Cow Disease, and since there's only one bottle of antidote, it's up to you to hoard it all for yourself. Find the potion and then run for your life.



Once you have the antidote, you'll have to avoid everyone for a long time, and this can be tough on the tight course. Try escaping up the hayloft for a mega jump.

Valentine's Day

Passion is in the air, and what better place to stage a Valentine's Day race than at that bastion of love and tolerance, Big Gay Al's. Find Cupid's Bow and Arrow and then shoot all of your competitors with it to be the most popular driver in all of South Park.



Using the quick slide by pressing your accelerator and your handbrake at the same time will be key, but the ice room makes shooting even easier. Just spin and fire!

Spring Cleaning

We don't want to hypothesize about who flushed some undies down the toilet or why, but the fact remains that several pairs are scattered in the Sewer. Make tracks to a pair and take it through the checkpoints three times to win.



If you don't have a pair, head down one of the straightaways and ambush someone as he comes at you full speed. Take the ramp into the alien ship to lose pursuers.

Read a Book Day

Chicken Lover and his Booktastic Bus are roaming the streets on parole, so to be safe you need to protect all the available chickens out there. Cruise the streets picking up chickens and depositing them at the Police Station for safety.



Instead of driving around looking for ten chickens, wait by the Police Station with some weaponry and steal everyone else's birds as they drop them off.

Easter Egg Hunt

The Mountain is the toughest course yet, and it's easy to get lost in the ups and downs as you pursue the Easter Eggs that appear all over the roads. You'll have to collect 20 eggs to win, but remember, you can't steal eggs from other drivers.



Lots of Easter Eggs seem to spawn closest to the railroad trestles, so try hanging out near them to catch eggs as they appear. The train tunnel is also a hot spot.

Pink Lemonade Race

Everybody likes pink lemonade, right? Several tables are set up throughout Big Gay Al's pad, and as they request a glass of the pink delicacy, you need to be the first over there to deliver it. You'll win after you supply four glasses.



Hunt around the second floor of Big Gay Al's until you find a super-secret shortcut in a wall. It's filled with turbo boosts and will give you an instant lead.

Memorial Day

No one in her right mind would stage a race on an active volcano, but the Mayor has done exactly that on Memorial Day. The setup of the race is exactly the same as that of Rally Race 2, except that you have to cross all four checkpoints.



The second checkpoint can be accessed by only a very narrow bridge, so the entry or exit is a perfect place to ambush whoever currently has the laser device.

Independence Day

On the Fourth of July, you'll return to the town proper for another basic speed race. Like in the first Rally Days race, you'll need to do three laps, nailing each of the four patriotic checkpoints in proper order. Keep the pedal to the metal!



Since you'll basically be doing the first Rally Days race in reverse, the bus suddenly becomes a more annoying obstacle. Don't get stuck behind it or you'll be sorry.

Halloween

Halloween's all about grabbing candy off the spooky slopes of the Mountain. The rules are basically the same as Read a Book Day: Collect up to four candies and drop them off at the checkpoint. Watch the clock, though—there's a curfew.



Once again, lurking near the candy check and stealing everyone else's candy isn't nice, but it sure is effective. Just keep time in mind so you don't stay up too late.

Thanksgiving

It's Thanksgiving time, so you know what that means: turkeys. Lots of 'em. You'll make a return trip to the farm, but even without Mad Cow Disease it'll be a hectic race as you try to catch 20 turkeys without stealing from other players.



This is a tough race, so keep moving. If you can keep finding the hidden Pink-Eye bonus, you'll incapacitate the other players and give yourself an easy victory.

Christmas Day

Yeah, yeah, it's Christmas, so where are the presents? There's only one, and you need to grab it and start racing for the checkpoints. This game is the same as Rally Race 2, since you have to negotiate the perils of town with the goods.



As with the second Rally Days race, the only important checkpoint is the last one. If you can ambush someone right before Checkpoint 4, you'll win the day.

Millennium New Year's Eve

Yep, the world's going to end all right. Satan's doing his evil best to charge up his Dimensional Key and unleash horror on the world, and unless you hang onto it for two minutes, everyone loses. The rules are basically the same as Cow Days'.



Once you get hold of the Key, stick to the outer perimeter of the Volcano. You'll be able to build up a big lead and shouldn't run into many obstacles.

I HATE YOU GUYS

Don't Make Me Hurt You

As with everything South Park, this game is much more enjoyable with friends. Nothing quite compares to blasting your buddies with rank weapons and hearing their angry sound bites as they vow revenge.



Any track or race type you unlock in Championship Mode you'll be able to play in Multiplayer Mode. Mix and match to find a favorite.



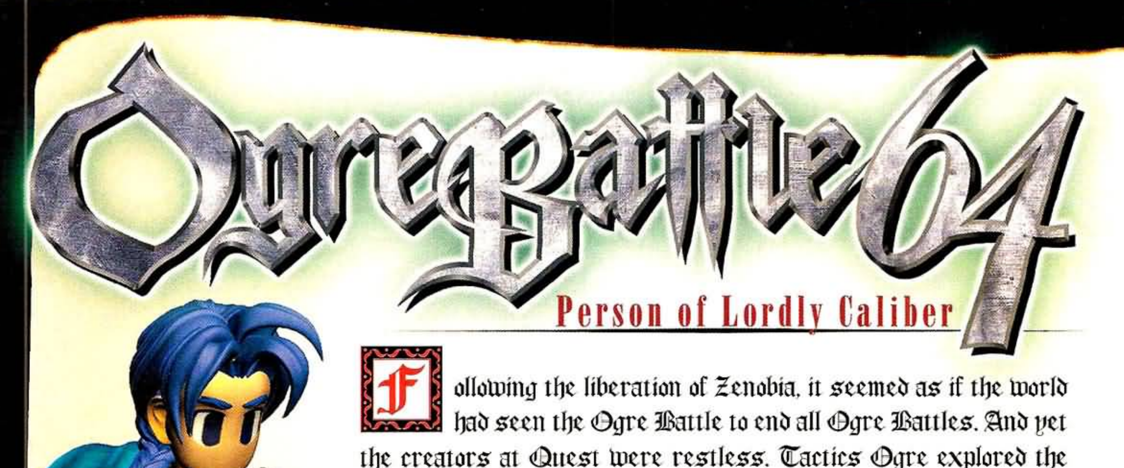
There's also a normal battle mode that puts the term "buns of steel" in a whole new light. Fight until there's only one driver left.

Come on Down and Have Yourself a Time

If you're a South Park fan, you won't be able to do without this one. Full of great sound clips and more players than we can name here, the game immerses you in the sights and sounds of South Park while departing from the traditional confines of ordinary racing games. Just watch out for exploding livestock.



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Person of Lordly Caliber

Following the liberation of Zenobia, it seemed as if the world had seen the Ogre Battle to end all Ogre Battles. And yet the creators at Quest were restless. Tactics Ogre explored the intricacies of unit-to-unit combat, but another, greater tale stirred and grew. Now, the ultimate Ogre Battle has ventured across the ocean thanks to the might of Atlus. Prepare for battle!



The Holy Ogre Empire

Whispers of war and revolution were heard throughout the Kingdom of Palatinus in the days before the hero, Magnus Gallant, came to liberate the downtrodden masses. The Holy Lodis Empire, bristling with its armies of ogres and other fierce fighters, had subjugated much of the continent of Zeteginia. The lower orders of the populace were treated like cattle while the nobles fought and bickered among themselves, trying to curry favor with the evil empire. Onto this stage strode a young man—a leader of great caliber and intelligence—who saw the signs of oppression and discontent when he was stationed with the Southern Division of the Palatinean Army. When a group of rebels attempted to abduct the Prince, Magnus realized that there would be no peace or justice until the Holy Lodis Empire was utterly destroyed. And so the scene was set for another great campaign. Magnus has the strategic talent and will to free the people, but he can't stand alone. He must rely on the fighting ability of many characters and soldiers as he crosses a vast, 3-D continent filled with castles, enemies and elemental forces. Soon the great battle must be joined or surely all will be lost.

No one knows what dangers lurk in the forests and mountains, but in the cities of Zeteginia you may find friends and advice.



Real-time battles play out swiftly and automatically between groups or legions of units that meet in the fields or in towns.



Richly rendered scenes create the backdrop for intrigue and an involved plot that changes depending on the choices players make.



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Signature Pro > AA Pro John Purse's ride.
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ALEXRIMS
TIOGA
KOOL STOP
ATI
FLICK TRIX
finger bikes
SHIMAN



Lace up your red and green shoes. It's time to head for the lanes in THQ's new bowling sim for the N64. There are plenty of ways to keep the good times rolling in this game, so hit the ball return.

CALLING ALL PIN HEADS! ›››

Virtually every aspect of professional bowling is on display in THQ's second foray in to everyone's favorite indoor pastime. Load up a Brunswick Danger Zone bowling ball with Powrkoil 18 Reactive, then fire a severe hook down the lane. The crowd will cheer as you put strikes on your score sheet, and feel your pain on a seven-ten split. As with the real deal, virtually anyone, at any skill level, can enjoy Circuit Pro Bowling. Move from Rookie status—with its forgiving player interface—to Pro tactics as you progress in the game. You'll be rewarded with better scores as you pick up techniques. Brunswick has provided a handful of real pros to play with, but you may want to create your own bowler to take through a virtual career. It's all the sights and sounds of the bowling alley, without that shoe sanitizer smell.

PICK A LANE

The game play doesn't change much in the different modes, but the competition can heat up in some variations. It depends on whether you're looking for a quick game, a long-term career or black-lighted colors.

Exhibition

This is bowling at its most fundamental level: ten frames, then you're done. Of course, you can play as many exhibition games as you like, but save your best stuff for the tournaments.

Rolling Solo



Feel free to bowl by yourself, or face off against a CPU player selected from the pros.

Friendly Game



Challenge up to six friends to a single game—on one to four Controllers.

Skins Game

This is bowling's translation of the golf game. Each player gets a chance to roll a strike on a rotating basis. Whoever rolls a strike can roll again for a chance to claim a skin.

Strike Ahead



Get two strikes in a row to win the money—if no one else rolls two strikes.

Payday



If nobody wins a frame, the money carries over until there is a clear winner.

Tournament

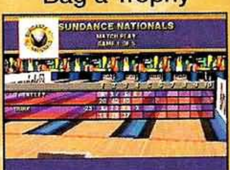
Travel to exotic locations around the world to compete against the pros. You can tailor the complexity and length of the tourneys by choosing the number of required qualifying rounds.

Pack Your Bags



These pro events are spread out across the globe, from California to Seoul, South Korea.

Bag a Trophy



You'll face some tough competition in match play before you win a trophy made of polygons.

Career

Create your own player or use a Brunswick pro as you travel from tournament to tournament. If you complete the pro circuit in the U.S., you'll be ready for international competitions.

Set Ranking



Set your ranking in the qualifying rounds. A higher ranking makes it easier to win a tourney.

Matchups



The lowest ranked player must beat all the bowlers above him to get to the championship.

Practice

It's good to get in there and play, but some controlled practice also will help you. Set up any pin configuration and oil pattern, then keep trying until you get it right.

Oily Choices



Try to experiment with the different oil patterns to hone your accuracy for tournaments.

Pin Picks



If you're having trouble picking up a particular spare, you can try it until you get it right.

Cosmic Bowl

Bowling in the dark with glowing pins and music has become a popular variation on the sport. This mode is virtually identical to Exhibition Mode but has crazy colors.

Black Light



See if those fluorescent, colored pins are any easier to knock down than the plain old white ones.

Challenge a Friend

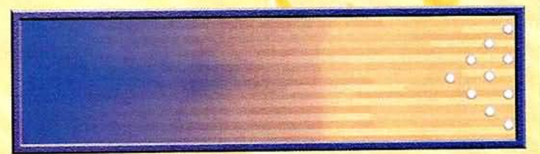


As in Exhibition Mode, you can challenge a friend to a single game.

WORKING IN OILS

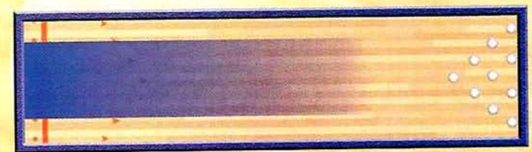
Oil is actually a lane conditioner, a substance used to control ball movement on the surface of the lane. Spin will not alter the ball's course as much where there is oil on the lane. Oil patterns force bowlers to adjust their play—and the patterns vary among the different arenas. Most patterns have more oil distributed at the near end of the lane, and many have more in the center to let bowlers put more hook on the ball.

Blend Oil Pattern



This pattern puts heavy oil at the top and center of the lane, so a strong hook will not begin to move until it gets about halfway down the lane. You'll find it at Lawlor Events Center in Reno, Nevada.

Top Hat Oil Pattern



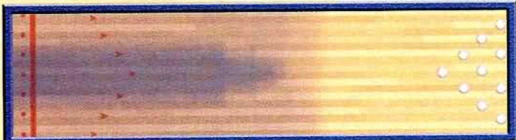
It may look extreme, but the Top Hat pattern—as found in Tokyo's Budokan Arena—is one of the more forgiving oil patterns. The light oil on the edges keeps hooked shots out of the gutter.

Flat Oil Pattern



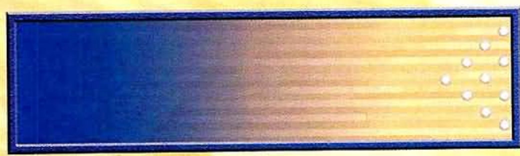
An even distribution of oil in the first two thirds of the lane will cause trouble for you if you bowl toward the edge of the lane, so watch out for the gutter. Rhodes Arena in Akron, Ohio, uses this pattern.

Pyramid Oil Pattern



The arrowhead-shaped pattern will cause your ball to hook early unless you send it down the center of the lane and don't put very much spin on it. Try it out at Olympiahalle in Munich, Germany.

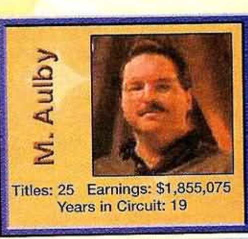
Ramp Oil Pattern

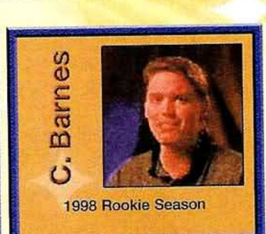


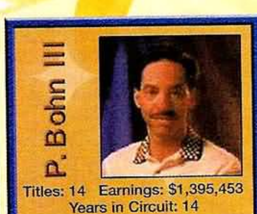
As on a Flat pattern, an extreme hook on the Ramp pattern could put your ball in the gutter. Unlike with the Flat pattern, your hook will get progressively sharper as the ball travels toward the pins.

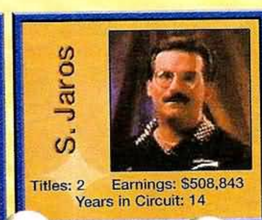
BOWLING FOR DOLLARS

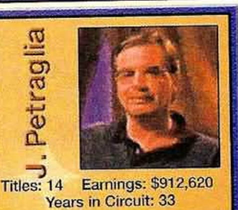
Brunswick has some of the best bowlers in the world on its Pro Staff. You can step into their shoes as they compete for titles at some of the most prestigious tournaments around the world. All of these bowlers have the Pro-level interface, so you may want to practice with easier Rookie or Amateur bowlers before moving up to Mike Aulby or Parker Bohn.



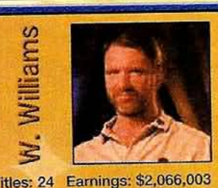










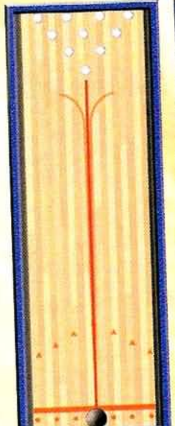


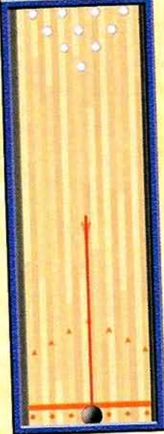


BUILD A BETTER BOWLER >>>

Bowlers come in all shapes, sizes and ability levels. It's entirely up to you what type of bowler you use in Circuit Pro Bowling. Choose from a wide variety of faces, clothing and other features. Then you'll need to choose the ability level of your player—Rookies can see the entire path of the ball before they roll it, while Amateurs and Pros rely more on skill.

Aiming Guides





Rookie

This setting lets you aim your shot almost all the way to the pins. You can see the curvature of the ball's path as you adjust your hook.

Amateur

The Amateur setting forces you to rely more on skill by shortening the length of the line but still showing you the start of the curve.

Pro

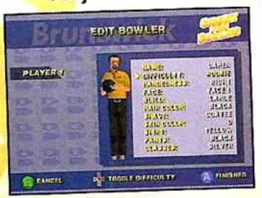
You'll need to have your skills under control if you want to succeed at the Pro level—you can aim only at the start of your shot.

Bowler's Birth



Build your bowler from the ground up by choosing from among ten options categories. Give him a name then turn him loose on the circuit.

Adjust Levels



The most important option you can control is your bowler's ability level. You may want to start at the more forgiving Rookie level.

Test Drive



Try out your bowler in an Exhibition game to see if you want to take him into the circuit, or change his look and ability level.

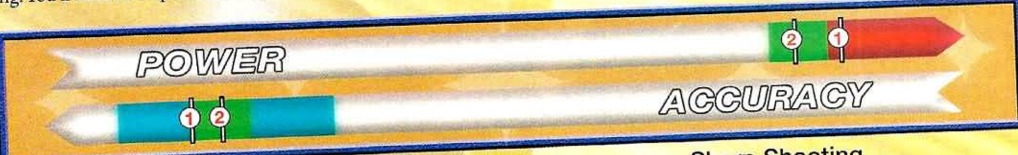
The Drawing Board



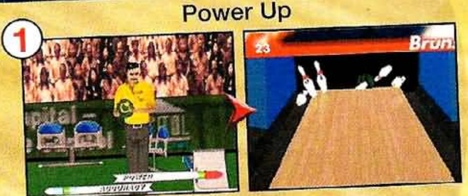
After you've decided on a final version of your bowler, you can choose Edit Player on the Bowler Registry menu to reconfigure him at any time.

GET IN THE GROOVE >>>

Once you've aimed the ball and set the degree of hook, your next step will be to execute the shot, which is largely a matter of timing. You'll need to stop the moving cursor as it moves to the right on the Power scale and to the left on the Accuracy scale. Try to stop it in the green sweet spot to make the ball do what you intended it to do with your settings.



Power Up



Sometimes it pays to hit the pins as hard as possible on your first shot. Go just inside the red area on the Power bar and to the far edge of the green area on the Accuracy bar for a power shot.

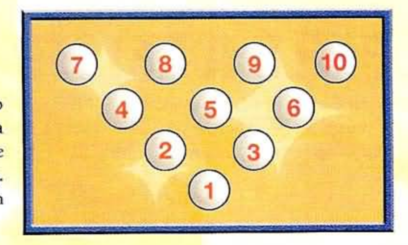
Sharp Shooting



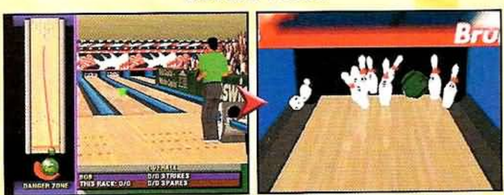
If there is a specific target to hit—like one pin you need to pick up on a spare—then you should try to hit the middle of the green portion on the Power and Accuracy bars.

PIN POINTS >>>

Most of the variables in real bowling are right there on the screen in Circuit Pro Bowling. You can line up your bowler anywhere within the regulation area, use a variety of balls and put as much curve on the shot as you like. Exactly how you use these variables in your play can mean the difference between winning and losing. Try your techniques out in the Practice Mode, so you'll be able to call upon them when there's money riding on your shot.

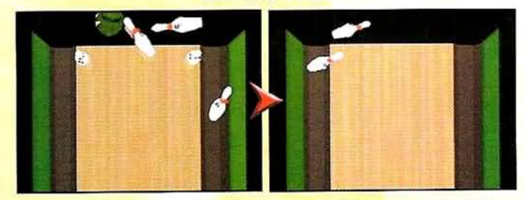


Severe Hook



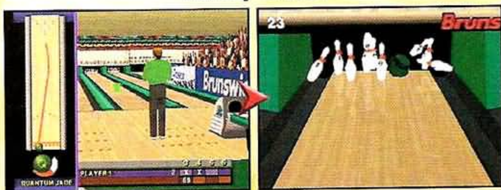
Line up your bowler on the opposite side of his shooting hand if you want to put an extreme hook on the shot. Adjust the hook with the left and right C Buttons. The severity of your hook is represented by the red stripe below your ball. The Danger Zone ball will give you the best curve.

Off the Wall



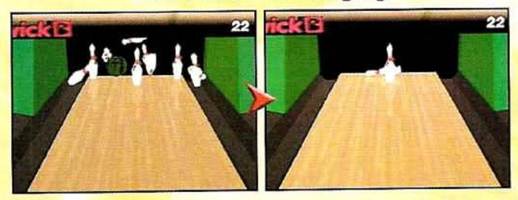
A powerful shot can sometimes do you more good than an accurate shot. Sometimes your ball will send pins bouncing off the wall, knocking over standing pins in the process. Try to hook the ball toward the outside wall with a high-speed ball such as the Speed Zone - Speed Demon.

Turkey Shoot



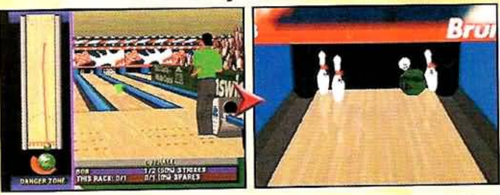
Hitting three strikes in a row is known as a turkey, and you'll be able to hit more strikes by honing your hook technique. Aim for the pocket on either side of the 1 pin to get a strike. If you're right-handed, try to hook your shot between the 1 and 3 pins. Lefties should aim for the 1 and 2 pins.

Don't Leave It Hanging



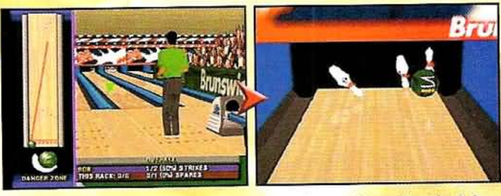
Try to avoid hanging a pin—a situation that often comes up on the first shot in a frame. You'll appear to hit the pins perfectly for a strike, but you'll leave one pin standing still. This frustrating situation is avoided by hitting the pins at an angle—yet another reason to hook the ball.

Granny's Dentist



The annoying spare situation illustrated above is often called "grandma's teeth." There is little you can do about this unusual pin combination—it's as bad as a 7-10 split. If you're looking granny in the face, try to hook the ball as hard as you can to one side and hope for a wall shot.

Baby Split



A baby split is a diagonal row of three pins on the outside—either the 3, 6, and 10 pins or the 2, 4, and 7 pins. If you hit the lead pin correctly, they'll all go down. Try to line up on the opposite side then send your shot straight at the lead pin without any hook.

ROLLING ON >>>

There are plenty of nuances and complexities in Circuit Pro Bowling that you'll need to discover on your own. Learn to adjust to the oil patterns as they degrade throughout the game. Figure out which ball will work the best in certain situations. No single tip will give you the touch needed to become a great bowler, but if you practice all our power tips, you'll challenge for the championship.







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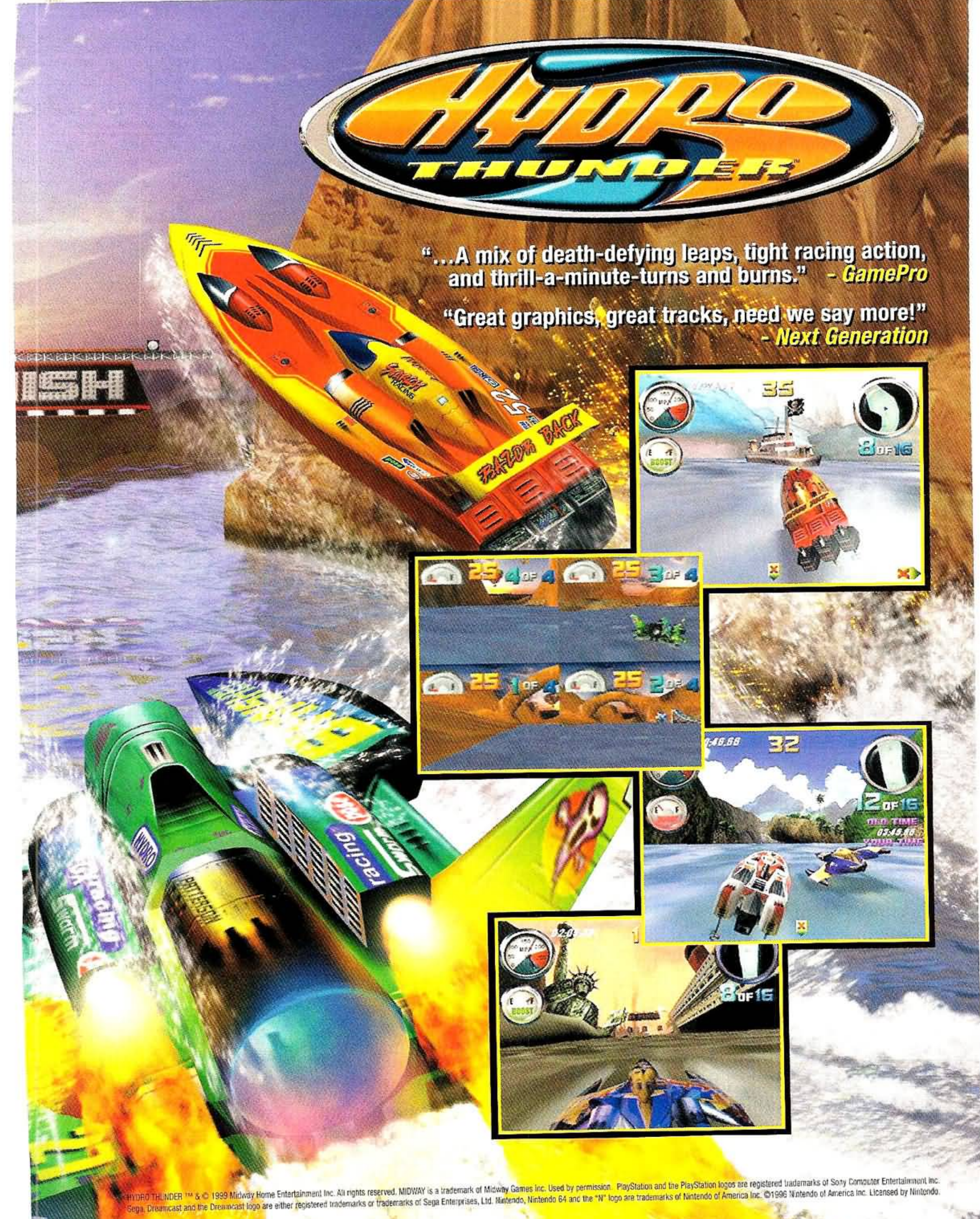






MIDWAY
www.midway.com

* 3 or 4-player game play available on N64 version only.


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ISH
RAZOR BACK
racing
35
8 OF 16
BOOST
25
4 OF 4
3 OF 4
1 OF 4
2 OF 4
32
12 OF 16
8 OF 16

RALLY CHALLENGE 2000™

Rain, snow, sleet and dead of night don't stop the postman, and they won't stop rally drivers, either. South Peak Interactive sets the pace with a rugged rally racer that takes on some of the world's most challenging roads.

Driven To Traction

No matter what mode you play in Rally Challenge 2000, it's always a challenge staying on the road. Custom settings will help you achieve the perfect balance between driver and machine, but torturous tracks and treacherous weather may crush your chance for victory. With power as your codriver, you'll learn about the road hazards and stay on a winning track.

Arcade



The Arcade Mode in Rally Challenge 2000 divides the nine courses into three stages. Beginning in ninth place in the first race, your goal is to reach first place at the end of each three-race stage.

Championship



The Championship season consists of nine races around the world. By placing among the top drivers in each race, you'll earn Championship Points. The top point-winner is the champion.

Multiplayer



Up to four players can race head to head in the Vs. Mode, beginning in Australia. You can open up the other Multiplayer and Practice courses by taking first place on that track in the Arcade Mode.

Rally Dream Machines

To win it all, you'll have to choose the right car to fit your driving style. Check out the three key attributes of each car in the data boxes below. Speed shows the top speed a car can attain. The torque rating indicates a car's quickness off the line. Steering is a measure of how a car will hug the corners. There are real differences between these machines, so test them all.

Mitsubishi Lancer Evolution V



SPEED
TORQUE
STEERING

This is one of the better cars. Racing against it, you'll notice that it's usually in a top position. The steering's a bit loose.

Subaru Impreza WRC



SPEED
TORQUE
STEERING

The Impreza is balanced and quick. You'll need the high torque rating, though, because you'll be bouncing off the walls.

Toyota Corolla WRC



SPEED
TORQUE
STEERING

The Corolla is a lot like the Impreza, and it's often seen among the leaders. That says something about the importance of torque.

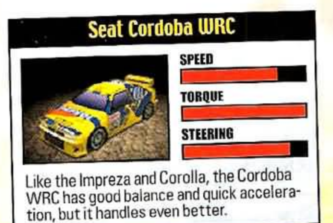
Nissan Almera Kit Car



SPEED
TORQUE
STEERING

Can a kit car really compete in international competition? This Nissan does, but the soft steering makes it a challenge.

Seat Cordoba WRC



SPEED
TORQUE
STEERING

Like the Impreza and Corolla, the Cordoba WRC has good balance and quick acceleration, but it handles even better.

Skota Octavia



SPEED
TORQUE
STEERING

Great top speed combined with so-so steering and torque leaves the Octavia out in the cold when it comes to winning.

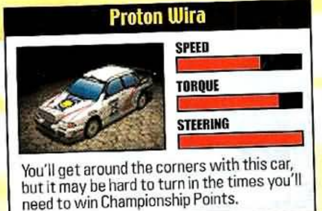
VW Golf GTI MK IV



SPEED
TORQUE
STEERING

The low torque rating on the Golf may look bad, but the VW makes up for it with great top speed and solid steering.

Proton Wira



SPEED
TORQUE
STEERING

You'll get around the corners with this car, but it may be hard to turn in the times you'll need to win Championship Points.

Hyundai Coupe EVO II



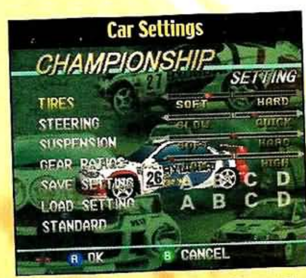
SPEED
TORQUE
STEERING

This little Hyundai is Power's top choice. The steering can't be beaten, and the top speed is all you'll need to win the race.

High Performance

Picking your car is just the beginning. Every course demands customized settings that take into account the type of terrain and weather conditions you'll face. And once you're on the road, you'll have to watch the condition of the car itself.

Car Settings



Before each race, customize the four attribute settings of your machine. The Tires, Steering, Suspension and Gear Ratio each have a wide range of settings. Power lists the optimum settings for every track on the following pages.

Weather Conditions



Weather conditions affect the surface of the road. Rain causes slippage, so you should use softer tires and suspension in the rain. It's not as easy to compensate for night conditions, but corners can sneak up on you, so good handling is essential.

Damage Meter

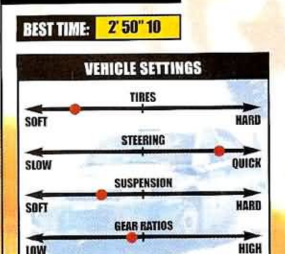


The diagram of your car on the left side of the screen indicates damage to critical car components. Blue indicates undamaged while red indicates that a part is about to fail. As parts become damaged, you'll feel the car become less responsive.

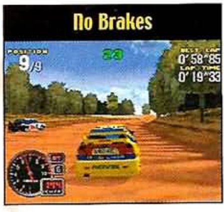
Australia

Whether it's sunny or wet, the soft tire setting is best for driving in the outback. The course is a square with a few sharp turns. You can maintain very high speeds throughout most of the race.

BEST TIME: 2'50"10



No Brakes



If you're about to come into a tight corner, let off the gas before you enter the turn. When you absolutely must brake, it's best to tap the brake repeatedly.

Big Air



Two jumps on the back stretch of this desert course will send your car flying. Ignore your codriver's warning and go all out. The jumps won't damage your car.

Deep Trouble?



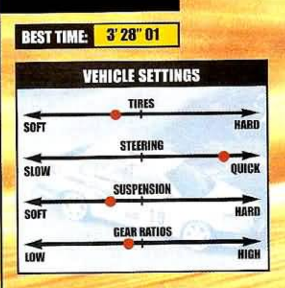
The puddle that follows the jumps isn't deep, but it will slow you down. Drive straight through the water on the left side to set up for the right-hand turn ahead.

Spain



The dusty sections of this track will send your car skidding unless you slow down. Even if your speed drops to 50 or 60 mph you'll still be able to turn in the fastest time if you stay on the road.

BEST TIME: 3'28"01



The Right Stuff



This track features four right-angle turns on pavement. Approach each of them from the far side of the road and cut across the corner.

A Grass Menagerie



Weeds and grass border much of the road on this course. Your traction will be almost nonexistent if you drive on the green, so avoid them like the plague.

On the Surface



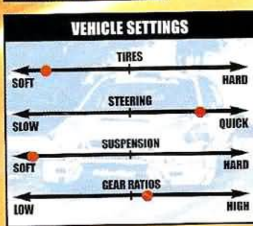
When your car moves from one surface to another, there's a tendency to slip, particularly on corners. Watch for the changes and slow down when entering turns.

Brazil



The jungle hides its secrets jealously, and the road course through the Brazilian wilderness is full of surprises. Don't expect to open up your car for long stretches. Slow but steady is the way to go.

BEST TIME: 3'30"08



Who's in First?



How do you judge who's ahead on the rally course? Not by passing other cars. Look at the lap times as you pass the Start/Finish line to see your position.

Demolition Rally



On narrow, slick tracks like this one, avoiding collisions isn't easy. Every collision adds to the total damage of your car, and you'll lose speed and time, as well.

When It Rains...



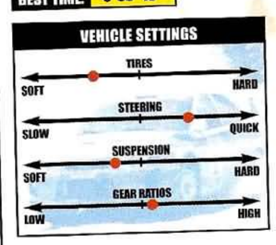


There are lots of puddles on this course. Your control and speed will suffer if you plow through them. Pass them on either side, keeping at least two wheels dry.

USA

This is one of the toughest courses in the game. The canyon walls loom close to the roadway on both sides and don't allow for mistakes. Gravel and sharp turns make every turn a gamble.





Tiresome Gravel



The dark patches of gravel may seem to offer you a wider track, but if you enter the loose stuff, you'll lose control and speed. Stay off the gravel!

A Side Effect

If you repeatedly slap one side of your car against the canyon walls or other cars, you'll start to lose control. Your car will pull to that side, making turns difficult.

Big U



About 40 seconds into the course is a long U-turn. Start slowing down at the red gravel. You should be going about 70 mph when you enter the turn.

Italy

The fun Italian course features long straightaways and winding, coastal roads that will test your cornering skills. With a little practice, you should be able to increase your speed dramatically.

BEST TIME: 3' 02" 13

VEHICLE SETTINGS

TIRES — SOFT / HARD

STEERING — SLOW / QUICK

SUSPENSION — SOFT / HARD

GEAR RATIOS — LOW / HIGH

Taps



The first downhill, right-angle turn follows quickly after another turn. If you know where it is, decelerate by tapping the brakes before going into the turn.

Slow is Bella



Don't accelerate as you enter this turn. The incline will naturally slow down your car. When you reach the sharp part of the turn, stomp on the gas.

A Taste of Venice



If you're in a rainstorm, look for puddles like this one on the road and avoid them. If the race is dry and sunny, you'll find that there's little to worry about.

Germany

The many road surfaces of the German rally course make things interesting. The soft tire setting should help your traction even on the loose dirt roads. Expect less-than-ideal conditions.



BEST TIME: 3' 07' 07



More U-turns

U-turns slow you down, but they don't have to send you off the road. Watch the speed of other cars going into this turn and try to match it.

Outside In

Series of turns offer you the chance to cut from the outside of one turn through the inside of the following turn. This is a good place to pass other cars.

Gravel Circumstances



The white gravel road has a very slick surface. You can speed through the first gentle turn, but then you'd better slow down to 50 or 60 mph for the second turn.

Canada

The icy conditions of the Canadian race make it one of the most difficult courses in the game. If your steering control is too tight, you may skid and slide whenever you try to turn.





Iced Turn



After plunging through the stream, look for a sharp left turn. You'll lose some speed in the water, but don't accelerate until you're through the next bend.

The Middle Road



It's better to stick to the middle of the road than to risk slowing down in the deep powder on either side of the track.

Rocking Out



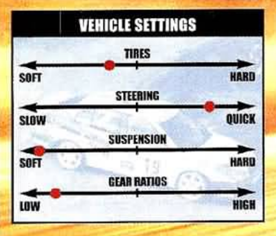
Near the end of the course, on the left side of the road, you'll find black rocks. If you jounce over them, expect tire and engine damage.

Great Britain



This course winds through the English countryside like a meandering river, but there's nothing lazy about it. These quick steering and soft suspension settings help your car lean around the corners.

BEST TIME: 2' 58" 41



Country Ways



After passing beneath an archway near the starting line, you'll come to a sharp S-turn. Head through the center of the two turns as straight as you can.

The Inside Track



Your best bet is to stick to the inside of this curve in the castle area, decreasing speed without braking. If you go outside, you'll likely rub along the stone wall.

Grass Clippings

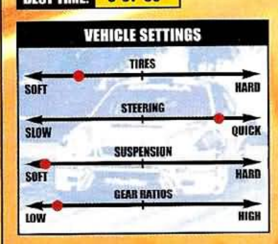


The grass along the shoulders of the road is not quite as dangerous on this course since you can cut corners on the S-curves without losing much speed.

France

Deceptively long turns, lots of slick grass and a hidden jump add up to make the French course one of the toughest in the game. You'll need all the turning and traction power you can get with our Power-customized settings.

BEST TIME: 3' 01" 35



The French Slalom



The first section of this course winds between rocky hills and grassy farmland. Cut the corners as tight as possible, but stay on the pavement at all costs.

Flight Check



As you near the exit to the tunnel, tap the brakes several times. If you exit at full speed, the incline of the road will act like a jump and you'll fly into a wall.

The Checkered Flag

Rally Challenge may lack glamour, but it's a solid play with a nice surprise. If you take first place in the last course of each of the difficulty levels in Arcade Mode, you'll open a Mirror Mode.



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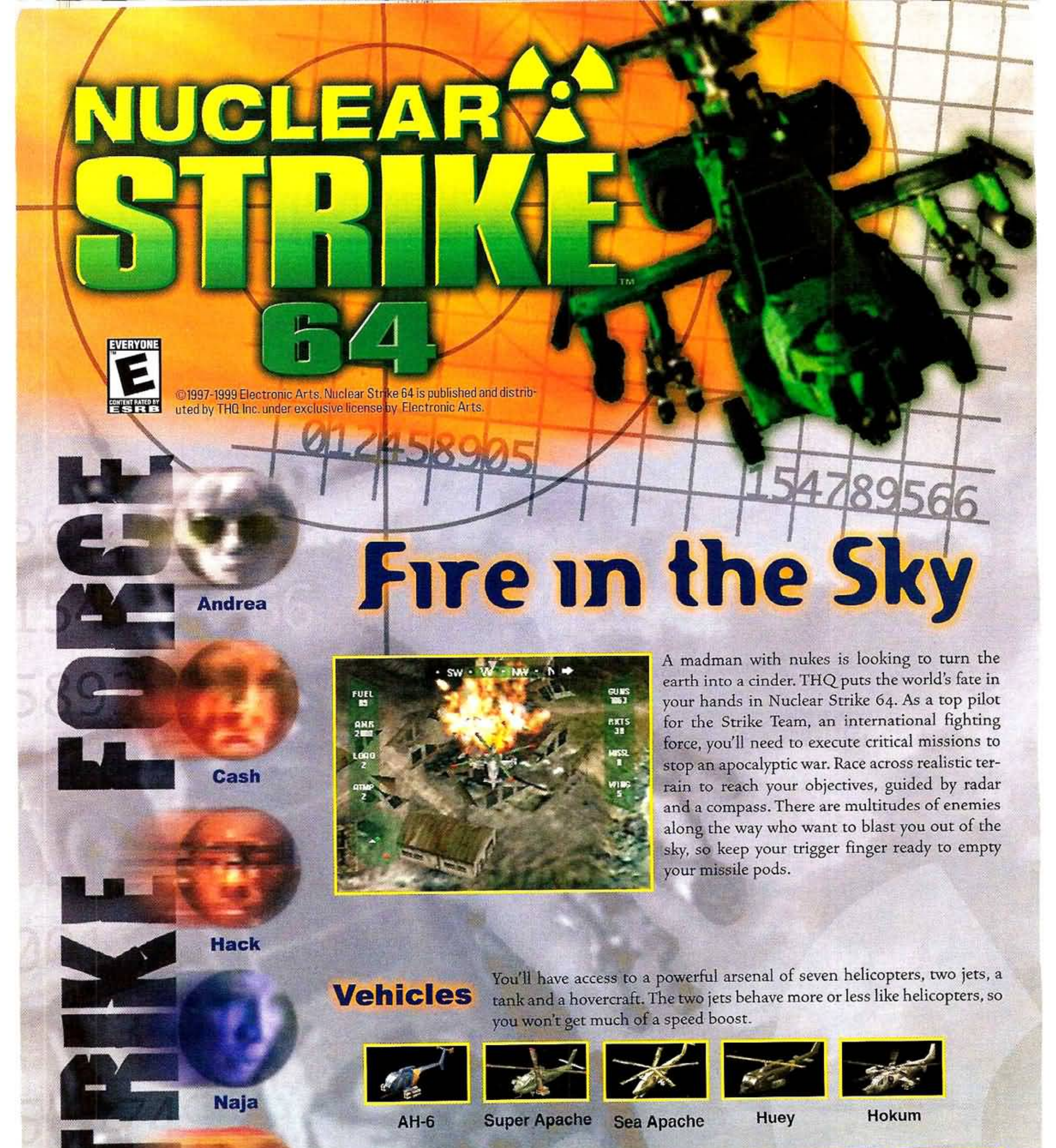
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Fire in the Sky

A madman with nukes is looking to turn the earth into a cinder. THQ puts the world's fate in your hands in Nuclear Strike 64. As a top pilot for the Strike Team, an international fighting force, you'll need to execute critical missions to stop an apocalyptic war. Race across realistic terrain to reach your objectives, guided by radar and a compass. There are multitudes of enemies along the way who want to blast you out of the sky, so keep your trigger finger ready to empty your missile pods.

Vehicles

You'll have access to a powerful arsenal of seven helicopters, two jets, a tank and a hovercraft. The two jets behave more or less like helicopters, so you won't get much of a speed boost.

AH-6 | Super Apache | Sea Apache | Huey | Hokum

PAC V Hovercraft | AV-8 Sea Harrier | AH-1W Super Cobra | RAH-66 Comanche | M1-HX Abrams Tank | A-10X Warthog

Level 1 - Delta

The jungles of Southeast Asia hide the treacherous activities of LeMonde's minions. Consolidating his power through alliances with local generals, the madman is well on his way to building an army. You have many duties in this level, but the main chore for your Super Apache gunship is the destruction of enemy forces.

Eliminate Informants

The jungle may all look the same from your vantage point, but you'll need to quickly learn the difference between friend and foe. There are plenty of enemies to blast and a single agent to rescue. Be sure to knock out the radar sites or you'll be overrun with enemies.

I Smell a Rat



Let your compass guide you to the informant village, then unload your chaingun on the huts there.

Nab Naja



You'll get a rescue call after you finish blasting the village. Put your shadow over Naja to pull her up.

Air Support



Escort Naja as she drives to safety, blasting any enemy tanks or soldiers that get in her way.

Liberate Town of Ashon

Keep that mosquito repellent handy—your work in the Delta is far from over. Fly air support in your Super Apache as Naja and her loyal forces battle to liberate the town of Ashon. They'll be forced to evacuate the town by boat but will fight another day with your help.



Ashon Attack



LeMonde's troops are tearing up Naja's freedom fighters. Return the favor with rockets and bullets.

Up the Creek



Naja's slow-moving escape boat is an easy target for LeMonde's tanks, so stay close to protect it.

POW Patrol



Airlift POWs to safety from detention camps. Remember you can carry only six at a time.

Capture LeMonde's Generals



If you've got a problem with the organization, take it to the top. That's the logic behind your final series of missions in the jungle. Track down LeMonde's generals to their fortified bunkers, then snatch them from the ground. You'll still have to clean up the remaining ground forces, however.

General Arrest



Blast open the bunkers, but stop firing once you spot a general. Use your winch to pull the generals up.

Naja Ninja



Look for the yellow drop zone marker when it comes time to drop Naja in the jungle for a commando mission.

Derail Convoy



A column of LeMonde's armor is moving into the area from the south. Stop them in their tracks.

Level 2 - Island

Intelligence reports indicate LeMonde has moved his operations to an archipelago. The rogue general has amassed plenty of firepower in the area, but you have some resources, too. Buy some help from a mercenary and look for hidden aircraft.

Contact Cash

You've got the firepower to get the job done, but you'll need the expertise of a local to complete your mission. Steal some treasure from LeMonde and drop it off at Cash's island fortress. Pay attention to his instructions. He's the only one who knows the area.



Cash Payment



Drop off a crate of treasure to make friends with the mercenary Cash, then he'll gladly join your team.

ASAT ASAP



Get over to the shoreline as fast as you can, then use your most powerful ordnance to destroy a missile.

Bunker Blast



Blast the ASAT bunker with missiles and rockets after dropping off Cash at a nearby landing site.

Octad Airfield

Time is running out on your effort to pacify the islands. You need to blast a heavily defended air base before you can stop LeMonde's fleet later in the level. You may want to try out the Harrier jet on the airfield after the shooting stops.

Airfield Assault



Hit the helicopters before they take off, then quickly dismantle the airfield defenses with rockets.

More Junk



A fleet of Le Monde's junk boats is scheduled to leave port. If you let them go, your mission is over.

Loose Ships

Use the mines inside nearby buildings to block the ships from leaving the docks—or use missiles.

Destroy Hwong's Infantry Base

LeMonde is training his shadow army at a citadel run by the infamous General Hwong. The more difficult target in this mission is the oil derrick that the general uses as his headquarters. You'll need to find some extra firepower to stop him.

School's Out



Drop off Cash near this training center so he can infiltrate it. Make sure you don't blast him in the battle.

Hidden HQ



Build a bomb from pieces you pick up, then drop it on the oil rig near shore. Hwong will scurry away.

Pursue Prisoner

Hwong will keep taking pot shots at you, but resist the urge to blast his boat. You need him alive.

Level 3 - Peace

Rescue SIROK Agents



It's become clear that LeMonde's scheme somehow involves breaking the uneasy peace on the Korean border. You'll need to infiltrate North Korean airspace in a specially equipped civilian helicopter to discover the full scope of his plans.

South Korean agents with vital information about LeMonde are being held in separate North Korean detention facilities. You'll need to pull them out one at a time while under heavy fire. Avoid using lethal methods, if possible.

Pyongyang Airlift



Fire some teargas into the prisons to force people outside, then use radar to find the SIROK agent.

Stay out of enemy fire while you wait for the SIROK agents to run to a clear area for pickup.

APC DOA



You won't be able to stop the armored personnel carriers with your weapons, so follow HQ's instructions.

Escort Bus of Dignitaries

As the clock ticks down on LeMonde's plot to explode a nuclear device, news reaches you that several dignitaries are trapped in Pyongyang. Fly cover for them as they flee the city in an armored school bus, then help out a nearby airlift operation. Try not to destroy the rescue helicopters.

Bus Business



Stay close to the bus as it creeps through the city. You never know where enemies will pop up.



Prepare for an ambush just before the bus reaches the escape ship. Save your more potent weapons.

Cover Chinooks



Blast any and all targets on the ground until two Chinook rescue helicopters are safely away.



Escort Diplomats



Yet another group of diplomats is escaping town—this time by train. Clearing their path is not as simple as it might initially seem. You'll need to reroute a suicide train and destroy some hidden enemies waiting behind fortress walls. Afterward, turn your attention to destroying the enemy fortress.

Crazy Train



Drop Andrea at a landing pad near the station. She'll get the train moving for the tough part of your mission.



Move ahead to clear the path, but don't stray too far—enemies are waiting in ambush behind walls.

Fortress Fight



A fortress belonging to LeMonde's Ally Kym needs to be destroyed before you leave.

Level 4 - DMZ

This is the most chaotic mission in the game, and also the most interesting. The Demilitarized Zone is teetering on the brink of war as you scramble to control the damage LeMonde inflicts on the world. Choose between the Apache, an A-10 jet and even a tank, but be aware of what you need to accomplish your missions.

Collect Andrea and Protect South Korean Border

Assist Andrea



Andrea is boxed in by LeMonde's tanks. Race to the courtyard, then snatch her from the crossfire.

Invasion!



In case you haven't noticed, there's a war going on. Try to stop North Korea from taking over.

Aerial Orders



Fly over allied tank bases to relay deployment orders. You can't succeed without their help.

1

Protect This Area!

Level 5 - Fortress

Protect Agents Naja & Cash



Naja and Cash are under attack behind enemy lines. By following your orders to the letter, you'll be able to save them. If you waste too much time on enemies, your mission will fail. LeMonde's elaborate radar array is your secondary target. Quickly take him off the air so you can launch your final attack.

Friends in Need



Listen carefully to (or read) what Cash and Naja tell you during your mission. There is no time for mistakes.

Radar Removal



Do yourself a favor—destroy LeMonde's radar array as indicated by your mission compass to stop the flood of enemies.

Cash Out



Cash has been holding out for a while as you complete your duties, but time is running out for the mercenary.

Locate & Destroy EMP Radars



The endgame is at hand. The stakes are high as you follow Naja's vehicle through the war-torn cityscape. She'll identify the buildings that hide Eletromagnetic Pulse radar sites. After destroying them, you'll need to take out Guardian Guns and LeMonde's nukes.

Pulse Pounding



Naja will show you the EMP sites. Be very careful not to blow up her vehicle inadvertently.

Ice the ICBMs



Drop Naja at the ICBM sites. Wait for her to expose the missile, pick her up, then destroy it.

Next Nuke



LeMonde has positioned a nuke at the center of the city. Destroy it or you won't see tomorrow.

The Finishing Blow-Up

Now that you've saved the world, you can go back into the different missions and try out some new vehicles. See how much damage you can cause with a Harrier or an M-1-HX Abrams tank. After what you've been through, however, you may just want some R&R.

TOMB RAIDER™



LARA SHINES ON GAME BOY COLOR

She's been exploring hidden worlds for years, but now Eidos Interactive and Core Design are set to bring treasure hunter Lara Croft to Game Boy Color.

New Discovery

Gamers familiar with other platforms need no introduction to Lara, but Nintendo fans will get their first glimpse of the statuesque adventurer in a world that's alien to her: 2-D. Lara seems very much alive and kicking in the smaller format.



Restoration Work

When developers started on the new title, they wanted to create a 16-bit experience on the 8-bit hardware inside the Game Boy Color. Perhaps an even more daunting task was to live up to the reputation the games have earned at the 32-bit level. "I think the team has done a tremendous job," says Mike Schmitt, the project's producer for Eidos Interactive. "The new GBC version definitely feels like a proper Tomb Raider adventure." That means the game had to be big, complicated and pretty.





Developers at Core Design have been putting the finishing touches on the game.

Rereading the Ancient Side-Scrolls

While the game harkens back to the side-scrolling shooters of yesteryear, Core Design has taken pains to add contemporary elements. Eidos promises more than 50 cut scenes to tell the story—although they were not yet included in an early version of the game. "Core is using an advanced music player for samples, music and perhaps even speech!" Schmitt says. Core's most impressive accomplishment, however, is its animation of Lara Croft.





She's No Mummy

"All of Lara's 2,500 animations from the existing 32-bit model...have been rendered specifically for the GBC version," Schmitt says. Typically, characters on GBC are 16 to 30 pixels tall, but Lara is 48 pixels tall, allowing for greater physical expression. Direct Memory Access, which transfers each frame of animation directly from the Game Pak into video RAM, makes her lifelike movement possible. Coupled with the interactive nature of the game environments—collapsing walls, vines to grab, pools of water—the effect is almost eerie.



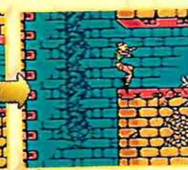
Lara's movement was rendered from the original Tomb Raider animations.



Despite the limited controls of the GBC, Lara has dozens of moves.



Some moves—like her signature backflip—involve simulated 3-D movement.



Her 48-pixel height allows Lara a wide range of physical expression.

ENTER THE NIGHTMARE

Like all Tomb Raider adventures, this one begins with a legend: Upon their arrival in the New World, Spanish conquistadors discovered an ancient manuscript concerning the legend of a "Nightmare Stone." As you might guess from the name, it isn't a good thing. Many eons ago, priests from Mayan, Aztec and Inca cultures banded together to defeat an evil god named Quaxet, imprisoning him in a crystal orb. The orb was supposedly sealed away in a hidden Peruvian temple, but now unscrupulous treasure hunters are after it. The stone could unleash great evil on the world, if Lara doesn't find it first.



Peruvian mummies (that's right, mummies from Peru) are on the prowl.



Lara will journey into the heart of darkness before she's finished.



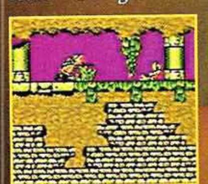
This adventure is filled with danger, but there are also rewards.



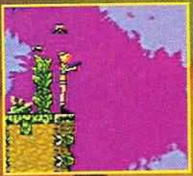
The many supernatural enemies are determined to stop you.

JUNGLE FEVER!

The game begins in the jungles of Peru then takes Lara deeper and deeper into the dark chambers of antiquity. Summoned by her friend, Professor Igor Bowmane, Lara races to the jungle campsite to check on Bowmane's associate, Illiat. Instead of meeting Illiat, she discovers a crime scene—the signs of a struggle and Illiat's broken glasses on the ground. Lara follows the nearby steps to the wall of the temple, then pulls on a stone to open a secret door. That's where you take over. The humid jungle is rotten with bats and scorpions, so you'll need to be on your guard from the start. These relatively minor enemies will help you sharpen your skills for when you face more nefarious foes.



Scorpions are a real pain in the ankle but are easily eliminated.



These jungle bats are not of the nice, insect-eating variety.



Snakes don't move around, but they tend to hide.



Most of the slides in this game don't have a sand pit at the bottom.

UNCHARTED TERRITORY

Going after ancient treasure is no cake walk. Lara will have to make use of her boundless energy and acrobatic skills just to get through average terrain. You'll need to learn different button combinations to master the various leaps, crouches and pulls necessary for forward progress.



Let your fingers—and arms—do the walking on jungle vines.



You can't just leap over steps. You'll have to haul yourself over them.

You'll spend more time on ladders in this game than a roofer.



TOMB RAIDER

Mapping Lara's World

The game is made up of five large levels, each with several sublevels. The levels may not seem very big until you discover methods for activating doors and getting through thin walls. Dynamite is always a handy tool in this adventure, as you might expect. Never assume that you can't move, grab or swing from objects or structures. Often there is more than one way to get from point A to point B, which gives the game a more open-ended feel to it than a typical side-scroller.

Perilous Journey

Enemies can chip away at Lara's life meter if you aren't careful, abruptly ending your quest. As with other Tomb Raiders, there is no shortage of gunplay. The guns also act as an early warning system, vertically tracking enemies off screen that may be moving toward you. The tracking feature also allows you to shoot enemies lurking above you from a safe distance.



Your guns' tracking feature follows targets as they move.

Try to get a jump on enemies, or they'll jump on you.

Her Trusty Pals

Lara's twin automatic pistols are the only guns she needs in the game, thanks to special ammunition she discovers along the way that transforms them into shotguns and machine guns.



Lara's guns can change their function depending on their ammunition.

Useful Finds

Lara may not have everything she needs in her backpack, so keep your eyes open for important objects. You can access them in the Inventory menu.



You'll find Medipacks at various places in the game.



Lara will have to kneel down to pick up the objects.

Once you have an item, it appears on your Inventory screen.

Pitfalls

It's dangerous enough out there for Lara without all the booby traps and lethal objects jutting from the walls and floors.



Shooting darts can make seemingly safe corridors treacherous.



Tasks that are normally easy are difficult when under attack.



An ill-conceived jump or slide can result in a Lara-kabob.



Some obstacles provide you with an escape route from danger.



Think Before You Leap



Tomb Raider is an action-packed game, but that doesn't mean you always charge forward with your guns blazing. You have a task ahead of you: finding the Nightmare Stone. Shooting at skeletons and mummies is just a side benefit of your main gig. The most difficult part of the mission is solving problems you discover along the way. Usually the problems are a matter of finding an item. In other cases, they are a matter of finding the right lever.

Learning about Levers and Latches

If you want to install a new garage door, call the Aztecs. Amazingly, most of the levers and switches they installed still work after sitting idle for thousands of years. They usually open up a nearby trapdoor or raise a wall—often for a limited amount of time. Sometimes the trick is to figure out exactly what the levers do after you've activated them. Look for near by gates.



When you find a gate, it's usually time to look for a lever.



Many levers are obvious. Walk up to them, then hit the A Button.



Open Sesame! The gate magically opens, and you can proceed.



Some knucklehead installed the switch on the ceiling, putting it out of reach.



It's beyond reach but not beyond bullets. Shoot it to activate it.



The trapdoor swings open. Next time, don't stand on it.

Treasure Time

Developers are continuing to pack new puzzles into Tomb Raider as it nears its late spring release date. There will be several level bosses to tackle, as well as a slew of standard enemies and fauna, like jaguars and crocodiles. If the early work on the game is any indication, you should prepare yourself for an adventure unlike any other for the Game Boy, but squarely in the tradition of Lara Croft.





Take a Trip to the Stadium

As many of you already know, Pokémon Stadium is on a road trip. Starting in early February and running through the first few weeks of April, the Pokémon Stadium Tour (2000) is battling its way through the United States, leaving a trail of ravaged malls that will never be the same again. Not only can Trainers bring their own Pokémon to battle in full 3-D, but there's tons of other entertainment as well. You can bring in your Game Boy games and compete in Game Boy tournaments, fighting through the Pika, Poké and Prime Cups for cool Nintendo badges. If you're waiting to gain admittance to the Stadium, you can amuse yourself by playing Pokémon Snap or Pokémon Pinball, wander around looking for Pikachu or check out the Pikachu car that will undoubtedly be parked somewhere nearby. Whatever you want to do, be sure to bring your Game Boy and your Red, Blue or Yellow Game Pak, because there will be plenty of fun to be had. Oh yeah—we almost forgot one last, little detail. If you have a Game Boy and a Pokémon Game Pak, we'll give you a Mew. Yes, you read right—Mew. Our trained specialists will be staffing the Mew machines all weekend long, so bring your gear and hook yourself up with the rarest Pokémon of all! If you think you have what it takes to become a Stadium Master, grab all of your Pokémon and join the tour!

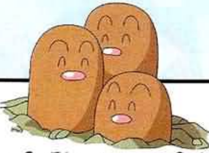


To find out if the Stadium Tour is coming to your town, use the handy reference chart to the right. Keep in mind, though, that dates and places are always subject to change, so be sure to call your local mall and confirm that the Tour is on before you make the trek. You can also log on to www.pokemon.com to get the latest and greatest tour location updates.

WEST COAST		EAST COAST	
February 26-27	Del Amo Fashion Center Torrance, CA	February 26-27	The Plaza at King of Prussia Mall King of Prussia, PA
March 4-5	Westminster Mall Westminster, CA	March 4-5	Woodbridge Center Woodbridge, NJ
March 11-12	Paradise Valley Mall Phoenix, AZ	March 11-12	South Shore Plaza Braintree, MA
March 18-19	Arden Fair Mall Sacramento, CA	March 18-19	Tri County Mall Cincinnati, OH
March 25-26	Washington Square Mall Tigard, OR	March 25-26	Lakeside Mall Sterling Heights, MI
April 1-2	Rosedale Center Rosedale, MN	April 1-2	Woodfield Mall Schaumburg, IL
April 8-9	Independence Center Independence, MO	April 8-9	Chesterfield Mall Chesterfield, MO



Pokéchat



Pokémon questions? Interesting discoveries? Big rumors? Idle chitchat? This is the place for any and all of the above. Remember that you can also find the latest Pokémon news on the Internet by heading to www.pokemon.com.

Q: How is it possible to play with four players on Pokémon Stadium? Do you all attack one another, or are there different teams?

A: *Well, to get the full scoop on Pokémon Stadium, flip over to our comprehensive review starting on page 12. But to answer your question in brief, you play a tag-team style match with a teammate.*

Q: I heard that *Pokémon: The First Movie* is coming out on video soon. Is this true? And do you think there will be a second movie?

A: *It certainly is. The box office smash will be arriving on video and DVD on March 21. We don't have an official title or release date for the sequel, but the word right now is that it'll premiere this summer.*

Q: I was battling my friend in the Colosseum, and his Charizard used the attack Fly! I have a Charizard too, but the game says it won't learn that HM. What's going on? Did my friend use a cheat?

A: *No, no, no—give your friend a little credit! He must have caught that particular Pokémon on a Yellow Game Pak. Several Pokémon in the Yellow game learn attacks at different levels than they ordinarily would on Red or Blue, and some Pokémon can learn attacks that they couldn't learn at all on the other versions. Other examples of color sensitivity are Diglett, which can learn the HM Cut in the Yellow version, and Kabuto, which can learn a slew of TMs and HMs if caught on Yellow.*

Q: Do I need more than one Transfer Pak to play against a friend in Pokémon Stadium?

A: *Nope. You can upload your own team onto the Pokémon Stadium cartridge, then plug your buddy's game into the Transfer Pak and load it as well. And then, the battle begins. You will need two Transfer Paks, though, if you want to take advantage of the easy trading interface within Stadium.*

Q: Do you think something similar to the Japanese Pokémon game "Genki de Chu" will come out in the United States?

A: *It sure will. We don't have any particulars like a date or official name of the project, but we have confirmed that the voice-recognition game will show up in North America sometime this year. This project, for those who aren't familiar with it, uses voice-recognition technology to allow you to speak to the Pokémon in the game. The game will undoubtedly be unique and innovative like Pokémon Snap, and is sure to become another star in the Pokémon universe. We'll fill you in with some details the moment we hear more.*

Bundle of Joy

You want Stadium but don't have an N64? Never fear! A massive bundle set hits stores in early April. It'll retail for $149.95, and just look at this laundry list of stuff that comes with it. An N64 with a gray Controller. An Atomic Purple Controller. Pokémon Stadium. A Transfer Pak. For you collectors out there, a brand new Pokémon Trading Card. A huge poster. Tired of reading this stuff yet? We're not done. There's also a Trainer's Journal from the Pokémon geniuses at Nintendo Power and a $3 coupon for printing stickers at Blockbuster. What a Pokédeal!



Gallery

Pokémon!
Linh Hua
Fremont, CA



Marill
Chris Hahn
Newhope, PA



James
Eric Sekula
Philadelphia, PA



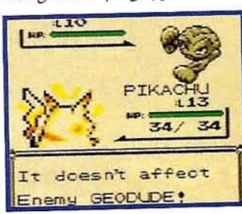
Gastly vs. Tentacool
Justin Williams
Manchester, MD

Ask the Professor

It's the calm before the storm in my office right now. I know that, come this time next month, I'll be buried under questions about Pokémon Stadium as well as my usual crop of Red, Blue, Yellow, Pinball and Snap queries. You can't stop progress!

When I battle Brock in Pokémon Yellow, I don't stand a chance! What can I do?

The problem with Pokémon Yellow is that Pikachu, your first Pokémon, is completely useless against your first Gym Leader in Pewter City. In Red or Blue you could bring in your Bulbasaur or Squirtle to make mincemeat of Brock's Geodude and Onix, but you don't have that luxury. Your best chance is to spend some time building up Pokémon other than Pikachu. Rattata's Normal-type attacks aren't very strong against the Rock-and-Ground-types, but if you have a high level one, it'll do some serious damage before it faints. Pidgey is also a decent option—although its attacks won't do a whole lot of damage, it won't be affected by many of Geodude and Onix's attacks. Your best bet may be to traipse around Viridian Forest until you find a Caterpie or Metapod with good stats, then raise it until it evolves into a Bug-and-Flying-type Butterfree.





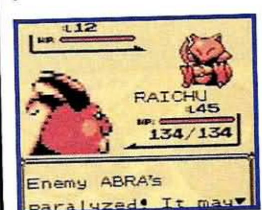
If you're playing favorites, Pikachu will be your highest-level Pokémon by the time you face Brock. Unfortunately, it'll be useless.



Butterfree can avoid many Ground-type attacks, and if you've raised it to level 14, it'll have Confusion, Poison Powder and Stun Spore.

Abra always Teleports! How do I catch it?

Abra can be a pain to snare, and I should know—since it's one of the best Pokémon to bring into the Pika Cup of Pokémon Stadium, I caught about six of them to find the one with the best stats. Just lead with a fast Pokémon and paralyze Abra or put it to sleep. After that, you'll catch it easily.



You can find Abra on Routes 5, 6, 7 and 8 in Yellow and Routes 24 and 25 in Red and Blue. Paralyze it immediately.

Of course, if you're lazy and rolling in the dough, you can buy one in any version at the Celadon Exchange Corner.

How do I take a picture of a Muk in Pokémon Snap?

It's not tough to get a picture—the problem is taking a good close-up. If you've been throwing Pester Balls around in the Cave, then you know that three direct hits to a Grimer will cause it to transform into a Muk. Unfortunately, it's practically impossible to make contact with those far-off Grimer, and even if you do, the picture will be almost worthless. Instead of chucking Pester Balls at the first Grimer you see, snap pictures instead. If you shoot three pictures of a perfectly centered Grimer, a second pair of Grimer will appear in the next cavern. Toss Pester Balls at either one to glimpse a Muk evolution—the one on the right will give you the closest close-up.



You need three centered pictures, so make sure the red target light is glowing when you snap.



Look down and to the right as you cross into the second cavern, then toss Pester Balls for all you're worth.

How do I snap Sandshrew's picture before it digs?

If you're looking downriver as you go around the first bend of the Valley, you'll see this elusive Pokémon dive headfirst into the beach and tunnel under. Don't worry—these creatures are extremely curious about earth tremors, so all you have to do is shake up the beach a bit. Aim the ZERO-ONE so you hug the left bank, then start tossing Pester Balls at the two Geodude clinging to the cliff wall. If you knock them both off, a Graveler perched high up will tumble to the beach. The shock of its landing will cause the Sandshrew to pop back up.



Both Geodude have to be off the wall at the same time for the Graveler to fall, so aim well!



As soon as the Graveler falls, look back upstream to get your close-up of the Sandshrew.

Colosseum

Finally, the time has come! Starting this month, you'll be able to stage your battles in three dimensions as Pokémon Stadium hits stores. Let the games begin!

In the Colosseum this month we have the team of one Mason Doermann from Fairfax, Virginia. Mason has a seriously loaded team to share with us, and like most others who send their teams in, he believes that he can take all challengers. One thing makes his team stand out in our minds—almost all of his Pokémon have a move that recovers health. Now that's planning for a long battle!

Articuno

Mason's favorite Pokémon is not necessarily his strongest, but with such a high Attack rating it's something to be feared. Blizzard is a powerful weapon in the talons of Articuno (Mason claims to have frozen two Mewtwo at last year's Summer Tour), and Fly works well against Fighting- and Bug-types. Reflect is there for defense, and Hyper Beam is the perennial finisher.

- Hyper Beam
- Blizzard
- Reflect
- Fly

Mewtwo



Ah, yes—Mewtwo. This genetically enhanced powerhouse is pretty common on everyone's teams, merely because it is unmatched in stats. Both Blizzard and Thunder are brutal against most anyone (when they connect), and Psychic is likely to knock all but the most powerful opponents out in a single attack. With Recover there to revive Mewtwo during long battles, it's almost impossible to defeat.

- Blizzard
- Psychic
- Thunder
- Recover

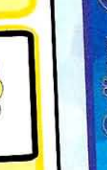
Snorlax

Snorlax can take a beating, and its sky-high Attack rating makes a Normal-type attack like Hyper Beam a vicious weapon. With all that girth, Body Slam does serious damage, and has a 30% chance of paralyzing the opponent as well. For Rock- and Electric-types, Mason uses Earthquake, and since Snorlax's HP meter is off the charts, using Rest to recover it all could well sustain Snorlax indefinitely.

- Hyper Beam
- Body Slam
- Earthquake
- Rest

Hypno





Mason's put Hypno on his team with one main purpose: to put his opponent's inevitable Mewtwo to sleep. It's resistant to Mewtwo's Psychic attacks, and as Mason says, "Hypno can put any Pokémon to sleep, really!" Hypno can recover lost HP with Dream Eater and also paralyze enemies with Thunder Wave. Although it's one of the slowest Psychic-type Pokémon, Hypno makes up for the deficiency with high HP.

- Hypnosis
- Dream Eater
- Thunder Wave
- Psychic

Zapdos

Every team could use an Electric-type, and Zapdos' Flying-type status makes it invulnerable against the normally devastating Ground-type attacks. Thunder is the obvious choice against Water- and Flying-types, and it uses Drill Peck against Fighting-, Bug- and Grass-types. Mason protects his Zapdos from Special Attacks with Light Screen, then uses Rest to fully recover its HP.

- Thunder
- Drill Peck
- Light Screen
- Rest

Starmie

Obviously Starmie is the Pokémon of choice against Fire-, Ground- and Rock-types, but since it is a dual-natured Water-and-Psychic-type, it also wreaks havoc against Fighting- and Poison-types with its Psychic attack. By effectively combining Light Screen and Recover, it's nearly impossible to finish off Starmie in a long battle. Unless his opponent can paralyze it, Mason can linger long enough to win.

- Hydro Pump
- Recover
- Psychic
- Light Screen

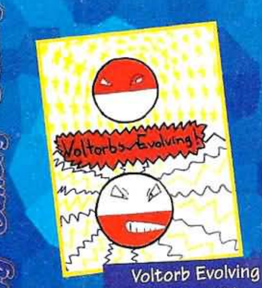
Gallery

#2 Ivysaur
Devin and Aaron Koocher
Caledonia, ON

Evolution Flash
Blake Arias
Van Nuys, CA



#150 Mewtwo
Russell Johnson
Indianapolis, IN



Voltorb Evolving
Tommy Uda
St. Charles, IL

Submitted art becomes property of Nintendo Power.

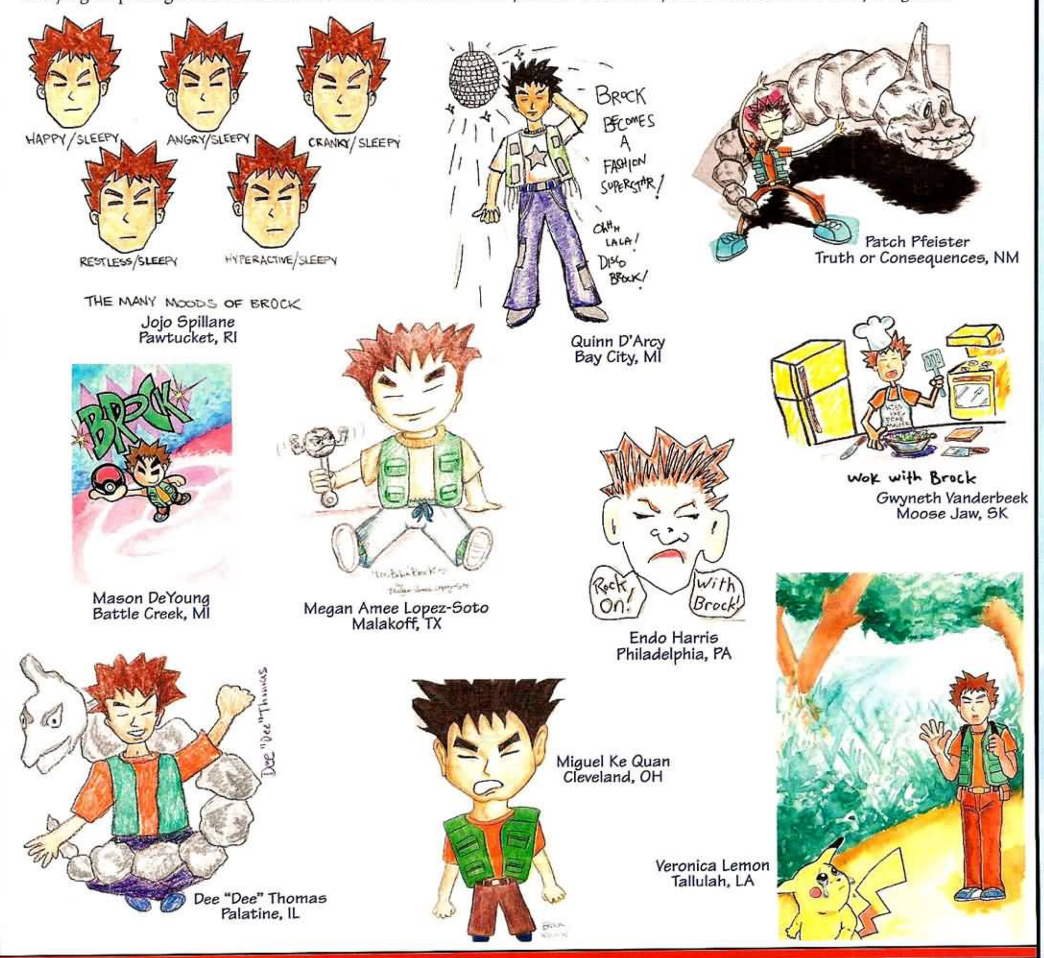
Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Hot off the Press

Okay, well, not steaming hot. But the reaction to Brock's departure from the Pokémon cartoon was so heartfelt, we just had to tip our collective hats to this popular character with a gallery of some of the finest pieces of Brock art.

Bye-Bye Brock!

By now it's old news that Brock has left the Pokémon cartoon. From the Saturday that Brock decided to stay on Valencia Island with Professor Ivy, e-mail messages of shock and disbelief have flooded the Pokécenter, along with a few sad good-byes—and no one is happy that this upstanding role model for young people everywhere has said farewell. We're going to miss him, too, and between bouts of crying we put together a tribute to Brock that we think shows just how much everyone cared about this fine young man.



Jojo Spillane
Pawtucket, RI

Quinn D'Arcy
Bay City, MI

Patch Pfeister
Truth or Consequences, NM

Mason DeYoung
Battle Creek, MI

Megan Amee Lopez-Soto
Malakoff, TX

Endo Harris
Philadelphia, PA

Gwyneth Vanderbeek
Moose Jaw, SK

Dee "Dee" Thomas
Palatine, IL

Miguel Ke Quan
Cleveland, OH

Veronica Lemon
Tallulah, LA

For more Pokémon news, be sure to check out www.pokemon.com!

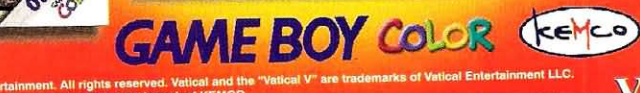
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LAKESIDE
LEVEL : EASY
ROAD CONDITIONS : TARMAC
LENGTH : 3276m
LAPS : 3
COURSE RECORD : 99:99:99

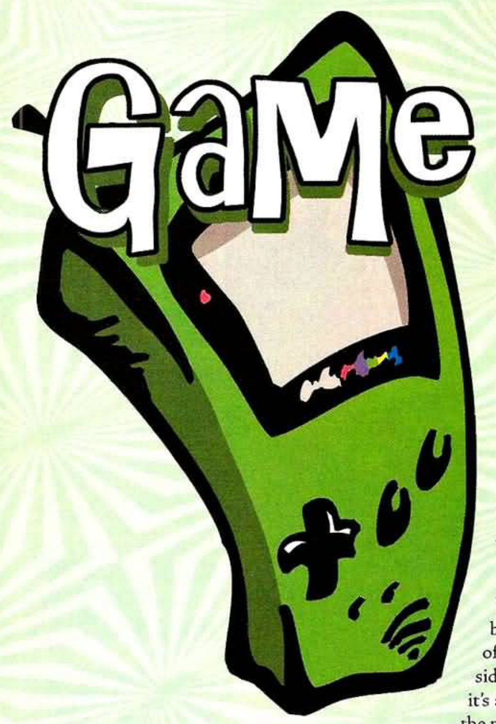
GAME BOY COLOR — TOPGEAR® POCKET 2 — ONLY FOR GAME BOY COLOR — VATICAL



VATICAL™ ENTERTAINMENT









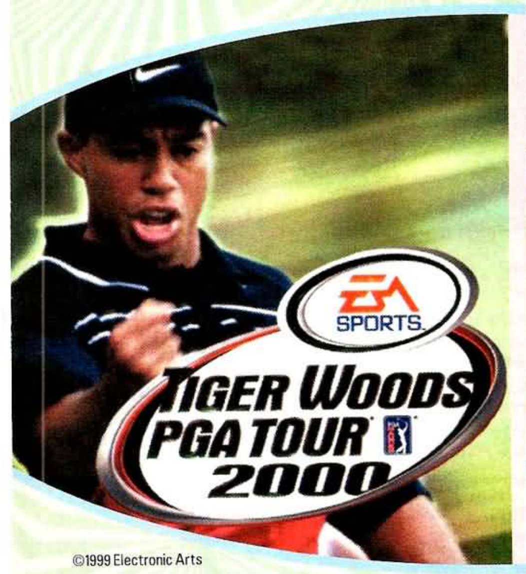
Game Boy a-Go-Go

Spring-Cleaning

It's time to chase away the winter blues. Maybe playing two new snowbound games for Game Boy isn't the only way to leave those chilly months behind, but at least spring is in the air. In this month's spring-cleaning sweep of Game Boy games, you'll clean house with tips for car games, sports games, a side-scroller, a puzzle compilation, as well as those two winter holdovers. Sure, it's a mixed roundup, but when we get through with our spic-and-span reviews, the potpourri of Paks will seem more inviting...not to mention lemony-fresh.

Up and at 'Em, Tiger

In his second Nintendo outing, Tiger Woods trades in the cartoony arcade-style play of the N64's CyberTiger for the good ol' nothing-explodes-in-this-sport approach to golfing. Back to reality, Tiger Woods PGA Tour 2000 is a bit more technical than Mario Golf. But then, it takes more than overalls and a red cap to win you a PGA title.









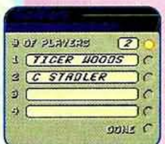
The Swing of Things

Aiming to please golf fanatics who hunger for a satisfying sim, Tiger Woods PGA Tour 2000 serves up a three-course game topped off with intricate controls that allow you to micromanage every element of your swing. The game gets down to the nitty-gritty of the sport, and it even features four ways for duffers to take on the green. Access PGA Tour 2000's Settings Menu, then select Mode of Play to determine how you want to get into the swing of things.



Stroke

Stroke is the usual way to play golf. In this traditional scoring setup, the winner is whoever used the fewest strokes to finish all 18 holes. Use far-reaching powered-up shots to keep your strokes to a minimum.



Tournament

Up to four players can take turns golfing in modes like the marathon Tournament. And don't think you all have to play as Tiger—PGA Tour 2000 boasts five other pros, including Craig Stadler and Lee Janzen, as well as two generic characters.



Skins Game

In the Skins Game, you compete on a hole-by-hole basis for skins, or money. Whoever reaches the hole using the fewest strokes takes the prize. If golfers tie on a hole, the skin carries over to the next hole's jackpot.



Shootout

Shootout is a four-player elimination competition. Players golf on a hole-by-hole basis, and whoever takes the longest to hole out has to sit out for the remainder of the match. Golfers keep putting until only one person is left swinging.

Courses

Now you can enter golf's famed country clubs without ever having to slip into plaid pants and a sweater vest. All of PGA Tour 2000's greens are based on real Tournament Players Club courses.



Summerlin

If you go pro in golf, you've got to have a cool name, like, say, Tiger. Fuzzy Zoeller's a pretty nifty handle, too, and the golf hero designed the bunker-rigged Summerlin course that plays host to the Las Vegas Invitational.



Sawgrass

Gallons and gallons of water hazards flood Florida's Sawgrass course. The fairways are narrow, and they're usually lined by lakes, so pay close attention to the wind so your ball doesn't veer off course and into the drink.



Scottsdale

If you want to see more doglegs than a fire hydrant, pack up your clubs and take them to Arizona's Scottsdale course. The toughest of the three areas, Scottsdale's fairways leave barely any room for error or errant shots.

Summerlin, 15th Hole



The map above depicts the lay of the land for Summerlin's par-four 15th hole. You'll tee off from one of two spots depending on your difficulty setting. The numbered spots above show the prime places to shoot for when striving for par.

Tiger Tips

Once you've warmed up to the complex interface, the controls will seem more like a user-friendly way to tame the Tiger.

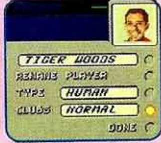




Taking a Swing

By hitting B, you'll access the overhead map and swing interface. Use the Control Pad to highlight a meter, then tap A to make your adjustments in club selection, aim and point of impact.





Player & Game Options

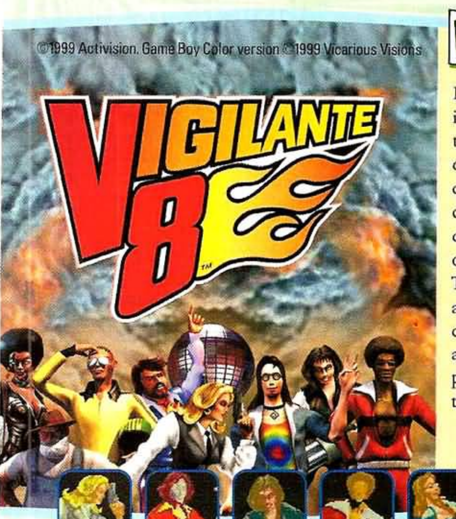
You can tweak just about every little detail in the game, including your golfer's set of clubs. In the Options Menu, you can enable mulligans, or do-overs, as well as activate the shot clock.





Tiger Power

The game's swing setup uses the basic three-click meter. Tap A to begin swinging, tap it again when your meter gains enough power, then tap it a third time to hit. If you nail a perfect shot, "Tiger Power" will appear on screen.



Disco Drivin'

Disco will never die, and if you think otherwise, the polyester-clad drivers of Vigilante 8 will be quick to unload their car-mounted arsenal of dy-no-mite destruction on your groove thang. That '70s game is back and so are all the funky characters, levels and action (for one or two players, even!) that made the N64 version a hit.



Staying Alive

Just like Activision's V8 and its sequel, Vatical Entertainment's Game Boy Color version features similar ways to play, but it also includes two new reckless driving challenges, Timed Attack and Progressive Mode.



Road Trip

In story mode, you'll take a cross-country tour of oil-thirsty America. Enemy gas-guzzlers will pursue you with Mad Max vengeance, but you can take a peek at their whereabouts before you reach them by pressing Select, A and B simultaneously.



Arcade

Rather than fight your way from city to city, you can play a specific round of Road Trip in Arcade Mode. When you start, you'll be able to choose the character and the city/mission you'd like to take a stab at conquering.



Timed Attack

Set the length of your match (anywhere from one minute to one hour), then blast as many cars into scrap metal as you can. Repair power-ups regenerate in the same spots, so revisit them to survive the entire round.



Progressive

Progressive, like Timed Attack, is another variation of the original game's Survival Mode. But instead of staying in one level with infinite baddies, you'll progress to a new area once you've eliminated all of the local enemies.

Where It's At

The main levels from the N64 game also make a comeback. The area layouts are pretty much the same as the original levels, so gamers familiar with the N64 game won't be thrown for a loop.



Hoover Dam

The dam features plenty of trenches. You'll become an easy target when you're in them, so avoid logging too much road time there.



Casino City

Casino City is perfect for two-player Game Link competitions, since you'll have many places to duck into. The catch is that they're also hard to steer out of.



Valley Farms

Trouble crops up at the Valley Farms. Put your rivals out to pasture with the missiles hidden behind one of the silos.



Oil Fields

For a slick performance in the Oil Fields, guard the wrenches that repair your damage—enemies can also use them for a quick fix.

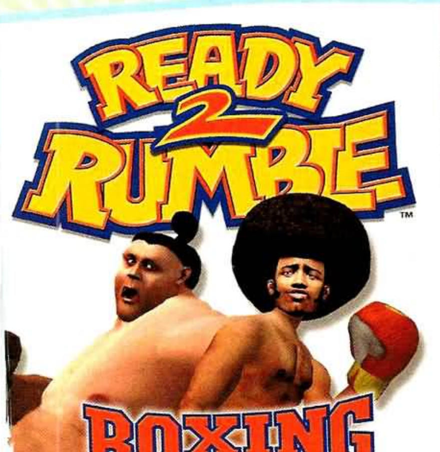


Ski Resort

Since the snow level takes place on a slope, flee for safety at the bottom. Traveling downhill is easier than fighting gravity.



Sock It to Me



Game Boy translations of N64 games don't always measure up, but Midway didn't throw the match with this lightweight GBC exclusive. A graphical knockout, Ready 2 Rumble Boxing also sounds like a champ. The voice samples are stellar, but the real star is the game's hyperactive, over-the-top boxing action. And that aspect definitely floats like a butterfly and stings like a bee.



Ways to Rumble



Arcade Mode

For a single bout against the fighter of your choice, get in the ring with Arcade Mode. Seven fighters will be at your disposal, and you'll be able to use the other three only after you've unlocked them in Championship Mode.



Championship Mode

For those who are Ready 2 Rumble...and rumble and rumble, put up yer dukes in Championship Mode. To win the title, you must fight your way up a grueling ladder of lightweight, middleweight and heavyweight contenders.

And in This Corner...



Spell "RUMBLE"

Simple combos activate your special moves. When you land a good hit, you'll earn a letter. If you score enough of them and spell "RUMBLE," you'll be able to deal your most brutal blow.



Fists of Fury

When "RUMBLE" begins flashing, close in on your opponent, then press A and B at the same time. When you do, you'll unleash a quick flurry of punches. If your opponent floors you before you can unleash it, you'll have to spell "RUMBLE" all over again.

And in This Corner...

Ready 2 Rumble for Game Boy Color features 10 of the boxers from the original. Only seven pugilists are available at the get-go, but by winning fights, you'll eventually unlock the remaining characters, Kemo Claw, Nat Daddy and Damien Black.

A. Thunder



B. Brown



Salua



B. Knokimov



S. Strike



L. Valentine



Big Willie J



? Mystery ?



You can earn the three hidden boxers by winning prize fights or by using codes. To unlock Claw, highlight Arcade Mode, then tap Left, Left, Left, Right, Right, Right, Left, Right, Left and Right.

What's Up, Fox?

©2000 Titus

When it first came out for the GB back in 1993, Titus was touted as the first platform game to feature a two-player cooperative mode. Seven years later, the landmark side-scroller returns in foxy full color, but it's also compatible with the original GB. Two players still can play in tandem via the Game Link, and GBC players will be able to access a couple of Color-only bonus levels.



On the Sly

On his journey to Marrakech, Titus somehow must reach high ledges to nab prized Diamond Boxes. By cleverly rearranging items so they'll give you a boost up to hard-to-reach places, you can overcome standstills. Or, you can outfox the game by linking up with a partner. The second player will control Zorro, Titus's cousin. As a team, both players will be able to lend each other a helping hand. Or is it a paw? Whatever the case may be, two heads (we're positive that these foxes each have one of those) are better than one, and teamwork more than doubles the fun.



Fox-trot

This fox has no weapons, and he can't jump on enemies to defeat them. Instead, you'll have to leap over foes or risk becoming a fur coat.



Fox Hop

During your 17-level journey, enemies will throw projectiles at you. Use carefully timed leaps to dodge them.



Bad Dog

It's just your luck that enemies like to patrol the roads that you need to take. Time your approach to avoid confrontation.



Balloons

By hopping on a green Balloon, you can bounce up to higher areas. You can carry them to ledges by approaching one and hitting the B Button.



Poof!

Dead-ends may not be what they seem. As soon as you reach the apparent end of the line, a hidden staircase may materialize.



Mean Greens

Venus flytraps are hardly a threat in real life, but in Titus' world, they're always ruining a good stroll. Hop over them once they've shut their traps.



Diamonds

Your main goal in Titus the Fox is to collect the Diamond Boxes. For every 100 you snag, you'll earn one extra life.



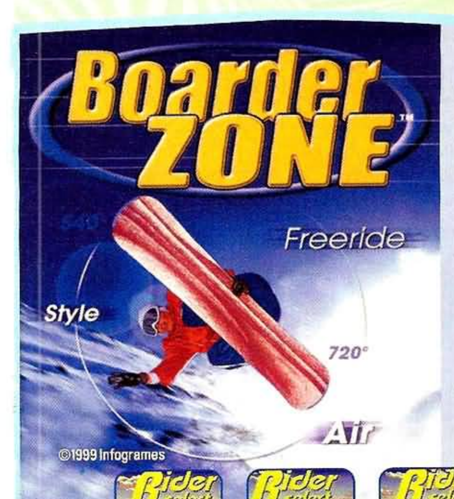
Box Stop

Titus isn't armed, but he can pick up crates that litter the levels. Press B to pick one up, then hit it again to unload it.



Bonus Rounds

After every two regular levels, you'll play a Bonus Round. Collect as many boxes as you can before the 100-second time limit expires.



No Skiers Allowed

From Infogrames comes the perfect game for anyone who's ever wanted to bust out phat air off the corduroy so onlooking grommets would think they're sick and not tweaked. Huh? It's a good thing Boarder Zone is also for anyone who didn't understand a word of that last sentence. A cool ride for all, BZ is the fun and uncomplicated way to ride.



Stoked and Ready

Before you brave the slopes, you must first decide how you want to ride. BZ opens up runs for riders who specialize in speed, stunts and finesse. With so many modes, it's nice to know that it's winter all year round in this game...Duuude.



Race

To compete against other boarders to see who can reach the bottom first, enter the Race Mode. Trees, logs, moguls and other hazards pepper the raceway, so be ready to swerve or eat snow.



Time

For a solo race against the clock, enter the Time Mode. Each course has a target time for you to beat, and all are tough records to shatter. The only way to do it is to ride out a perfect session, free from spills and clumsy maneuvering.



Trick

In Trick Mode, you'll ride on a timed run to bust out as many tricks as possible. You'll score points for every stunt that you land. The more difficult tricks, which involve more complex button combos, will earn you the most points.



Slalom

The Slalom Run tests your steering ability. Weave around the flags as swiftly as you can. You're not allowed to miss any of the flags, so you'll have to be quick with the controls and careful enough not to oversteer.

What to Ride, Where to Go



Four Courses

You can hit Boarder Zone's slopes in four different courses. Each run is steeper and trickier than the last, so you'll want to master each course before moving on.



Board Horde

In addition to the handful of boy and girl riders who vary in abilities and skill, Boarder Zone offers a variety of boards. Every snowboard is weak in one department or another, so pair it with a rider who compensates for your board's shortcomings.

Bust a Move



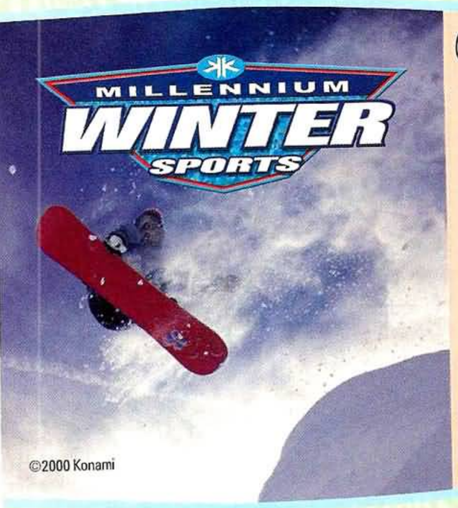
Stunt Work

Select Practice to try the tricks on the tutorial checklist. The combos aren't terribly tricky, but you'll need to catch a lot of air to pull most of them off. Of course, pulling off a landing to get credit for a move is another matter.



Close Encounters

Trees, logs, rocks and just about anything else you wouldn't want to smack into just so happens to clutter every course. Veer, but don't swerve too far off course—wide turns are difficult to recover from.



Out in the Cold

Some sports work your arms, while others work your legs. In Konami's Millennium Winter Sports, you'll work your fingers...to the bone. Konami has cornered the market on button-mashing decathlons, pentathlons and any-other-number-thlons. Just like its Nagano Winter Olympics '98 and Track & Field games, Konami's MWS pushes your finger dexterity to the limit with events that'll give your thumbs a gold-medal workout.



What, No Curling?

Maybe curling and the luge aren't cracked up for the new millennium. Neither sport made the cut for Konami's game, but skiing, skating, snowboarding and sledding events all managed to secure a spot. Then again, the eight challenging events are more than enough to keep your fingers busy through the millennium and then some.



Ski Jumping

Ski Jumping counts as two events, since you'll rocket off two different sized ramps. Building your speed during either approach isn't much of a problem, but launching at the perfect angle is. If you point your skis slightly up, you'll be able to pull it off.



Ski Aerials

The Ski Aerials is a stunt run. Build your power to maximize your air time when you ski off the jump. Right before you launch, the action will pause, and you'll have a split second to punch in the Control Pad sequence that appears on screen.



Downhill

In the Downhill competition, you'll ski down a mountain in hopes of finishing the run in record time. You must ski between the flags that flank your path, so keep your eyes peeled for the arrows that point out upcoming flags.



Giant Slalom

In the Giant Slalom, you must weave around the blue and red flags on a downhill ski run. If you don't ski by the angled side of a flag, you'll be disqualified.



Half Pipe

The snowboarding Half Pipe works like the Ski Aerials. As soon as you catch air off the edge of the ramp, bust out the combo that appears. If you can enter the sequence correctly before it disappears, you'll perform a stunt.



Speed Skating

Speed Skating takes plenty of coordination and good timing. Synchronize your button taps with the meters to pick up the pace and stay in the race.



Bobsled

To win the Bobsled competition, rapidly hit A and B to build speed for your approach. Once you reach the start, your team automatically will hop in the sled, and you must then control the steering. Stay on the central white path for maximum speed.

I Don't Do Windows

Did you ever notice that whenever you're goofing off, playing a game on your PC, you can never bring up another window before you're busted? Thanks to Conspiracy, the developers of Microsoft's Puzzle Collection, you won't have that problem anymore. Bringing a half-dozen of the PC Entertainment Pack's brain-busters to the easy-to-conceal GBC, Conspiracy has made it possible for you to be more discreet when you goof off—er, "take a break."



Brain Benders

All six puzzles involve coordinating colors and pieces, but each mind-boggler has its unique way of stumping you. Better yet, Tetris inventor Alexey Pajitnov designed some of the challenges, so you know MS Puzzle Collection is a Pak worth going mental over.



Jewel Chase

While traveling along matching tiles, snatch the goodies, then exit before the other thief (he doesn't appear if you play on the Beginner setting).



Finty Flush

Distribute the ball combinations to your four grids to fill each one with balls of the same color. Rotate your grid to find the perfect fit.



Spring Weekend

Spin sections of the hexagon to match the example formation on your screen. Finish within the target number of moves to progress.



Color Collision

As your ricocheting cursor changes color, steer it into matching faces to fulfill your collision quotient.



Lineup

Lineup plays like Tetris except that you can park your pieces anywhere on the field. Form complete rows or columns to eliminate the pieces.



Rat Poker

Intercept rats on their circular path to rearrange them into the correct color combinations that will allow them to exit.

Built to Last



Tonka's heavy-duty trucks, dozers and race cars roll out in a Rumble-equipped GBC-only racer for younger gamers. Tonka Raceway is easy enough for novice drivers, and its curving tracks and vehicle upgrades will keep racing and toy fans revving in high gear.





Tonka Tough

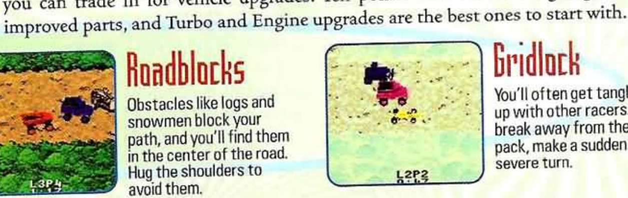
As you compete against the three CPU-controlled cars, you'll race for points, which you can trade in for vehicle upgrades. Ten points seem to be the going rate for improved parts, and Turbo and Engine upgrades are the best ones to start with.



Terrain

The game features only one set of tracks, but you can change the environment to a tropical, desert or arctic region.





Roadblocks

Obstacles like logs and snowmen block your path, and you'll find them in the center of the road. Hug the shoulders to avoid them.

Gridlock

You'll often get tangled up with other racers. To break away from the pack, make a sudden and severe turn.



RAMPART

ELMO'S LETTER ADVENTURE

GEX 3: DEEP POCKET GECKO

HYBRID HEAVEN

DUKE NUKEM

LOONEY TUNES

ALL-STAR BASEBALL 2000

GOEMON'S GREAT ADVENTURE

CASTLEVANIA: LEGACY OF DARKNESS

VOTE FOR THE BEST OF 1999!

Now that 1999 is history, it's time for last year's games to take their place in history, too. Honor the best of '99 by choosing your favorites from the critics' choices.

After polling Nintendo's game play counselors, testers, producers and magazine staffers, we've come up with what we think are the best games of 1999. Now it's your turn to narrow our nominations and single out which nominees you think should emerge at the top of the heap. Each of the categories was limited to nine nominees, so plenty of deserving games weren't always able to make the cut in every catagory. Maybe that's why no one likes a critic, but at least the biggest prize, Category A, gives you the most freedom of choice.

MAIL IN YOUR BALLOT OR VOTE ON-LINE

To cast your ballot (and enter this month's Player's Poll Contest), fill out the Player's Poll Card inserted between pages 98 and 99. You can also cast your votes on-line at Nintendo's official website, www.nintendo.com. As an added bonus, Internet voters will have a few extra categories to vote for at the website. But don't feel left out if you're not wired—all readers are encouraged to make up new categories and mail their write-in nominations to Player's Pulse. Results will appear in Volume 132.

THE CREAM OF THE CROP

Did your favorite game get the shaft? Do you think Pokémon Yellow beats the pants off any N64 game out there? For the NP Awards' top honor, you can vote for any game, be it N64 or Game Boy, that came out in 1999.

A BEST OVERALL GAME

To vote, pick five favorites from the "1999 Releases" section of the Games List on page 136, then write their numbers on the Player's Poll Card ballot.

A LIKELY STORY

A game's story is what helps draw you into the action. It's so integral to good game play that Acclaim turned to a comic book to create Shadow Man, while fellow nominee Rainbow Six was developed by best-selling novelist Tom Clancy. Which story do you like to unfold?

B BEST STORY

1. **Army Men: Sarge's Heroes** *(N64)*
2. **Castlevania: Legacy of Darkness** *(N64)*
3. **Hybrid Heaven** *(N64)*
4. **Jet Force Gemini** *(N64)*
5. **Rainbow Six** *(N64)*
6. **Resident Evil 2** *(N64)*
7. **Shadow Man** *(N64)*
8. **Vigilante 8** *(N64)*
9. **WinBack: Covert Operations** *(N64)*

BEAUTY AND THE BEST

If good looks could kill, these drop-dead beauties would knock you head over heels. And sure, fetching graphics hardly make up for good game play, but this superficial category isn't meant to go any farther than skin deep.

C BEST GRAPHICS

1. **All-Star Baseball 2000** *(N64)*
2. **Armorines: Project S.W.A.R.M.** *(N64)*
3. **Donkey Kong 64** *(N64)*
4. **Jet Force Gemini** *(N64)*
5. **Pokémon Snap** *(N64)*
6. **Rayman 2: The Great Escape** *(N64)*
7. **Resident Evil 2** *(N64)*
8. **Shadow Man** *(N64)*
9. **World Driver Championship** *(N64)*

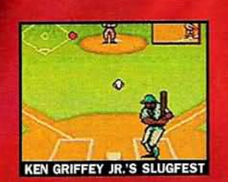



MARIO GOLF


NFL BLITZ 2000


GAME & WATCH GALLERY 3


MONSTER TRUCK MADNESS


KEN GRIFFEY JR.'S SLUGFEST


ARMORINES: PROJECT SWARM



PUT ANOTHER DIME IN THE JUKEBOX, BABY

From elegant symphonies and chamber music to techno- and thrash-charged rave-ups, 1999's game music keeps fingers snapping instead of poised on the mute button. Tune into the soundtrack that scores big with you.

E BEST MUSIC

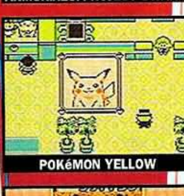
1. **Castlevania** *(N64)*
2. **Donkey Kong 64** *(N64)*
3. **Hot Wheels Turbo Racing** *(N64)*
4. **Jet Force Gemini** *(N64)*
5. **The New Tetris** *(N64)*
6. **Road Rash 64** *(N64)*
7. **Shadow Man** *(N64)*
8. ***Star Wars:* Episode I: Racer** *(N64)*
9. **Vigilante 8** *(N64)*

REINVENTING THE WHEEL

Games should never hit you with that been-there, done-that feeling. New ideas and fresh approaches keep gaming exciting, and the following ambitious and innovative games add new twists to establishment.

D MOST INNOVATIVE

1. **Hybrid Heaven** *(N64)*
2. **LEGO Racer** *(N64)*
3. **Mario Party** *(N64)*
4. **Pokémon Snap** *(N64)*
5. **Rainbow Six** *(N64)*
6. **Rayman 2: The Great Escape** *(N64)*
7. **Resident Evil 2** *(N64)*
8. **Rocket: Robot on Wheels** *(N64)*
9. **Super Smash Bros.** *(N64)*


POKéMON YELLOW


BUST-A-MOVE 4


HARVEST MOON 64


TUROK: RAGE WARS


DISNEY'S BEAUTY AND THE BEAST: A BOARD GAME ADVENTURE

HEAR'S LISTENING TO YOU, KID

Music sets the mood, but it's the sound effects, voices and overall aural ambience that maintain it. Which of the following ear candy resonates with the crystal-clear realism that you want to hear?

F BEST SOUND

1. **Armorines: Project S.W.A.R.M.** *(N64)*
2. **Castlevania** *(N64)*
3. **Donkey Kong 64** *(N64)*
4. **Duke Nukem: Zero Hour** *(N64)*
5. **Jet Force Gemini** *(N64)*
6. **Pokémon Snap** *(N64)*
7. **Shadow Man** *(N64)*
8. **Turok: Rage Wars** *(N64)*
9. **Zebco Fishing!** *(Game Boy)*



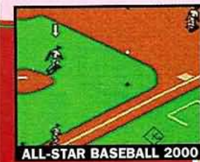
CRAZY, MIXED-UP GAME

The best games never get old, and it's usually because they boast enough variety to keep even the shortest of attention spans entertained. With ever-changing action and objectives, the following nominees mix up the best cocktail of genres and jumble of things to do.

G BEST GAME PLAY VARIETY

1. **Disney's Beauty and the Beast: A Board Game Adventure** *(Game Boy)*
2. **Donkey Kong 64** *(N64)*
3. **Gex 3: Deep Cover Gecko** *(N64)*
4. **Jet Force Gemini** *(N64)*
5. **Mario Golf** *(N64)*
6. **Mario Golf** *(Game Boy)*
7. **Mario Party** *(N64)*
8. **Rayman 2: The Great Escape** *(N64)*
9. **South Park: Chef's Luv Shack** *(N64)*





ALL-STAR BASEBALL 2000

VIGILANTE 8

SURVIVAL KIDS

PRINCE OF PERSIA

NINE REASONS TO GET SIDETRACKED

Sometimes it's the minigames and secondary modes that keep you coming back. The following second-banana diversions definitely are inspired, but only one of the games within a game will steal the spotlight.



H BEST MINIGAME/MODE



1. **All-Star Tennis '99: Bomb Tennis** *(N64)*
2. **Donkey Kong 64: Donkey Kong Arcade Game** *(N64)*
3. **Donkey Kong 64: JetPac** *(N64)*
4. **Mario Party: Bumper Balls** *(N64)*
5. **Mario Party: Crazy Cutter** *(N64)*
6. **Mario Party: Running of the Bulb** *(N64)*
7. **Monster Truck Madness: Soccer** *(N64)*
8. **NBA Courtside 2 Featuring Kobe Bryant: Three-Point Contest** *(N64)*
9. **South Park: Chef's Luv Shack: Spank the Monkey** *(N64)*



BEETLE ADVENTURE RACING



HOT WHEELS TURBO RACING



NFL BLITZ 2000





COMMAND & CONQUER





JET FORCE GEMINI



STAR WARS: EPISODE I: RACER



MARIO GOLF



MOTOCROSS MANIACS 2



BOMBERMAN QUEST


LEGO RACER


ROCKET: ROBOT ON WHEELS


SOUTH PARK: CHEF'S LUV SHACK




BOARDERZONE


WWF WRESTLEMANIA 2000


KNOCKOUT KINGS 2000



DANGER'S MY MIDDLE NAME

Hang on tight, because all of the following entries dole out roller-coaster fun, smash-'em-up action and supersonic pacing. Granted, the best part can be the thrill of the chase, but capturing one of these nominees to bestow it with an NP Award could be just as fun.

I BEST ACTION GAME

1. **Armorines: Project S.W.A.R.M.** *(N64)*
2. **BattleTanx: Global Assault** *(N64)*
3. **Duke Nukem: Zero Hour** *(N64)*
4. **Gauntlet Legends** *(N64)*
5. **Jet Force Gemini** *(N64)*
6. **Rayman 2: The Great Escape** *(N64)*
7. **Rocket: Robot on Wheels** *(N64)*
8. **Super Smash Bros.** *(N64)*
9. **Vigilante 8** *(N64)*

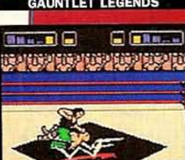

WCW MAYHEM


THE NEW TETRIS


NHL BLADES OF STEEL '99


720°


GAUNTLET LEGENDS


WWF WRESTLEMANIA 2000


LUCKY LUKE



PLAYING THE FIELD

Rather than physically exerting themselves in real-world athletics, gamers gave 1999's sports video games a workout instead. Whether you're an arm-chair quarterback or golfer, be a good sport and award the MVP to your favorite competitors.

J BEST SPORTS GAME

1. **Ken Griffey Jr.'s Slugfest** *(N64)*
2. **Knockout Kings 2000** *(N64)*
3. **Madden NFL 2000** *(N64)*
4. **Mario Golf** *(Game Boy)*
5. **Mario Golf** *(N64)*
6. **NBA Courtside 2 Featuring Kobe Bryant** *(N64)*
7. **NBA Showtime** *(N64)*
8. **NFL Blitz 2000** *(N64)*
9. **Ready 2 Rumble Boxing** *(N64)*

YA LIKE GRAPPLES? HOW YA LIKE THEM GRAPPLES?

Who would have guessed that games involving big, sweaty guys in spandex and capes could grow into such a monster genre? Goldberg and Stone Cold probably could have, and we wouldn't dare question them. We'll leave it to you to pick sides.

K BEST WRESTLING GAME

1. **WCW Mayhem** *(N64)*
2. **WCW Nitro** *(N64)*
3. **WWF Attitude** *(Game Boy)*
4. **WWF Attitude** *(N64)*
5. **WWF WrestleMania 2000** *(N64)*
6. **WWF WrestleMania 2000** *(Game Boy)*





FANTASTIC VOYAGE

The worlds to be explored in video games are expanding into larger, more dangerous landscapes every year. Something may lurk around every corner, but last year's adventures have managed to keep you trekking into the unknown.

L BEST ADVENTURE GAME

1. **Donkey Kong 64** *(N64)*
2. **Castlevania** *(N64)*
3. **Castlevania: Legacy of Darkness** *(N64)*
4. **Conker's Pocket Tales** *(Game Boy)*
5. **Jet Force Gemini** *(N64)*
6. **Rainbow Six** *(N64)*
7. **Resident Evil 2** *(N64)*
8. **Shadow Man** *(N64)*
9. **WinBack: Covert Operations** *(N64)*



EPIC PICKS

Is Pokémon Yellow the standout RPG of last year? Or is it Hybrid Heaven and its new spin on menu-based fighting and character building? Last year saw RPGs and strategy games at their most diverse. Which role do you prefer to assume?

M BEST ROLE-PLAYING/ STRATEGY GAME

1. **Command & Conquer** *(N64)*
2. **Déjà Vu I & II** *(Game Boy)*
3. **Harvest Moon 64** *(N64)*
4. **Hybrid Heaven** *(N64)*
5. **Pokémon Yellow** *(Game Boy)*
6. **Revelations: The Demon Slayer** *(Game Boy)*
7. **Shadowgate 64: Trials of the Four Towers** *(N64)*
8. **Survival Kids** *(Game Boy)*



BASSMASTERS 2000

WHAT FRIENDS ARE FOR

When your friends come over, there's got to be one game that you're all itching to play together. Maybe it's Twister, but why strain your spine when you could play head-to-head-to-head-to-head in one of the following party favorites?



N BEST MULTIPLAYER GAME

1. **Beetle Adventure Racing** *(N64)*
2. **Gauntlet Legends** *(N64)*
3. **Mario Party** *(N64)*
4. **NFL Blitz 2000** *(N64)*
5. **Super Smash Bros.** *(N64)*
6. **Turok: Rage Wars** *(N64)*
7. **Vigilante 8** *(N64)*
8. **WWF WrestleMania 2000** *(N64)*
9. **Xena Warrior Princess: The Talisman of Fate** *(N64)*



BARBIE: OCEAN DISCOVERY

MICKEY'S RACING ADVENTURE

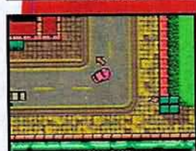
RESIDENT EVIL 2



SHADOW MAN



WINBACK: COVERT OPERATIONS



GRAND THEFT AUTO



DONKEY KONG 64



SUPER SMASH BROS.



NBA 3-ON-3 FEATURING KOBE BRYANT



POKéMON PINBALL



EARTHWORM JIM: MENACE 2 THE GALAXY

1999 NINTENDO POWER AWARDS NOMINATIONS

LIFE IN THE FAST LANE

New Beetles. Monster trucks. Toy cars. Podracers. All are fast, but only one will win this race for the NP Award. Perhaps the only thing that's for certain in the driving world is that true racing fans steer clear of that pesky B Button that operates those things called "brakes."

O BEST RACING GAME

1. **Beetle Adventure Racing** *(N64)*
2. **Hot Wheels Turbo Racing** *(N64)*
3. **LEGO Racer** *(N64)*
4. **Mickey's Racing Adventure** *(Game Boy)*
5. **Micro Machines 64 Turbo** *(N64)*
6. **Monster Truck Madness** *(N64)*
7. ***Star Wars:* Episode I: Racer** *(N64)*
8. **Top Gear Rally 2** *(N64)*
9. **World Driver Championship** *(N64)*




POKéMON SNAP


RAINBOW SIX


ARMY MEN: SARGE'S HEROES


SUPER MARIO BROS. DELUXE


LEGEND OF THE RIVER KING


TOY STORY 2


WORLD DRIVER CHAMPIONSHIP

YOU'VE COME A LONG WAY, BABY

History repeated itself last year as gussied-up and revamped vintage video games of the '80s came back with a vengeance. The retro resurgence reacquainted gamers with forgotten favorites, and the answer to the test of time depends on your vote.

P BEST UPDATE OF A CLASSIC

1. **Asteroids Hyper 64** *(N64)*
2. **Gauntlet Legends** *(N64)*
3. **Lode Runner 3-D** *(N64)*
4. **Namco Museum 64** *(N64)*
5. **Paperboy** *(N64)*
6. **R-Type DX** *(Game Boy)*
7. **Space Invaders** *(N64)*
8. **Super Mario Bros. Deluxe** *(Game Boy)*
9. **The New Tetris** *(N64)*




R-TYPE DX

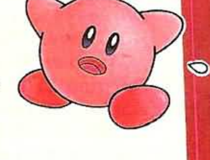

KEN GRIFFEY JR.'S SLUGFEST

IF ONLY GAMES AWARDED STYLE POINTS...

It's not whether you win or lose, it's how you win. Overtaking rival racers is fine, but barbecuing them as you pass is primo. The following nominees would score big if games would only award points for style...because nothing says style like an inflatable orangutan.

Q COOLEST WEAPON OR MOVE

1. **BattleTanx:** *Guided Missiles* *(N64)*
2. **Donkey Kong 64:** *Lanky's Baboon Balloon* *(N64)*
3. **Gauntlet Legends:** *Super Shot* *(N64)*
4. **Jet Force Gemini:** *Tri-Rocket Launcher* *(N64)*
5. **Knockout Kings 2000:** *Ali's Uppercut* *(N64)*
6. ***Star Wars:* Episode I: Racer:** *Sebulba's Flame Jet* *(N64)*
7. **Super Smash Bros.:** *Kirby's Swallow Attack* *(N64)*
8. **Turok: Rage Wars:** *Chest Burster* *(N64)*
9. **Turok: Rage Wars:** *Inflator* *(N64)*




NBA LIVE 2000


ZEBCO FISHING!


MARBLE MADNESS


STAR WARS: EPISODE I: RACER



SHADOWGATE CLASSIC

ALTERED STATES

For every aspiring grease monkey, city planner and Dr. Frankenstein, there's an edit mode to help them customize cars, raceways and characters. Everyone has a creative side, and these edit modes are the perfect means for expressing it.

R BEST EDIT MODE

1. **Bassmasters 2000:** *Create-an-Angler (N64)*
2. **LEGO Racer:** *Build Car/Racer (N64)*
3. **Motocross Maniacs 2:** *Track Editor (Game Boy)*
4. **NBA Courtside 2 Featuring Kobe Bryant:** *Create Player (N64)*
5. **Penny Racers:** *Track Editor (N64)*
6. **Re-Volt:** *Track Editor (N64)*
7. **WCW Mayhem:** *Create Wrestler (N64)*
8. **WWF Attitude:** *Create Wrestler (N64)*
9. **WWF WrestleMania 2000:** *Edit Mode (N64)*

HOME OF THE BRAVE

Mario, Donkey Kong and Duke Nukem will always be revered, but the new heroic upstarts who recently debuted on Nintendo systems keep things exciting, too. Give a hero's welcome to the newcomer who saved your day.



BABE & FRIENDS

S BEST NEW HERO

1. **Army Men: Sarge's Heroes:** *Sgt. Hawk (N64)*
2. **Donkey Kong 64:** *Tiny Kong (N64)*
3. **Jet Force Gemini:** *Lupus (N64)*
4. **Rayman 2: The Great Escape:** *Rayman (N64)*
5. **Resident Evil 2:** *Claire Redfield (N64)*
6. **Rocket: Robot on Wheels:** *Rocket (N64)*
7. **Shadow Man:** *Shadow Man (N64)*
8. **WinBack: Covert Operations:** *Jean-Luc (N64)*
9. **Xena Warrior Princess: The Talisman of Fate:** *Xena (N64)*


QUAKE II


GEX 3: DEEP COVER GECKO

SLIPPING UNDERNEATH THE RADAR

This category of course begs the question: Can the game that wins the title, "Most Underrated," still be considered underrated? Whatever the case may be, don't let any of the nominees go unnoticed, because all are worth your attention.

T MOST UNDERRATED GAME

1. **Disney's Beauty and the Beast: A Board Game Adventure** *(Game Boy)*
2. **Goemon's Great Adventure** *(N64)*
3. **Harvest Moon 64** *(N64)*
4. **Hot Wheels Turbo Racing** *(N64)*
5. **Motocross Maniacs 2** *(Game Boy)*
6. **Rayman 2: The Great Escape** *(N64)*
7. **Rocket: Robot on Wheels** *(N64)*
8. **Shadow Man** *(N64)*
9. **Starshot: Space Circus Fever** *(N64)*



THE YEAAARRRRGH! AWARD

Sometimes, no matter how hard you try, you just can't figure out or overcome a game objective. Instead of throwing down your Controller for the umpteenth time, vent your frustration by giving it the nod for biggest pain in gaming.

U TOUGHEST LEVEL/TASK

1. **Donkey Kong 64:** *Beaver Bother! (N64)*
2. **Jet Force Gemini:** *Winning Gold Medals in Floyd's Missions (N64)*
3. **Mario Party:** *Slot Car Derby (N64)*
4. **Mickey's Racing Adventure:** *Pluto's Digging Puzzles (Game Boy)*
5. **NBA Live 2000:** *1-on-1 with Michael Jordan (N64)*
6. **Pokémon Snap:** *Photographing Mew (N64)*
7. **Quake II:** *Mission Zero (N64)*
8. ***Star Wars:* Episode I: Racer:** *Oovo IV (N64)*
9. **Super Smash Bros.:** *Yoshi's Bonus Practice 1 (N64)*

NOTABLE PORTABLES

Last year was a banner year for Game Boy as a flood of pocket-sized games hit the system. Pokémon Yellow was by far the favorite, but is the Blue and Red follow-up more of the same or is it special enough to best last year's other entries?

V BEST GAME BOY GAME

1. Conker's Pocket Tales
2. Mario Golf
3. Mickey's Racing Adventure
4. Pokémon Pinball
5. Pokémon Yellow
6. R-Type DX
7. Super Mario Bros. Deluxe
8. Survival Kids
9. Top Gear Pocket






THE BEST THING SINCE SLICED BREAD

Of course, the best thing since sliced bread was the toaster, which helped you optimize your sliced bread usage, but after that come these top-notch hits. Critics' darlings Rayman, Duke and Beetle missed this boat, so keep them in mind when voting for Category A. Until then, here's the rest of the best.

W BEST N64 GAME

1. Donkey Kong 64
2. Jet Force Gemini
3. Mario Party
4. Pokémon Snap
5. Resident Evil 2
6. Rocket: Robot on Wheels
7. Shadow Man
8. Super Smash Bros.
9. WWF WrestleMania 2000



DUKE NUKEM: ZERO HOUR


NBA COURTSIDE 2 FEATURING KOBE BRYANT


CONKER'S POCKET TALES


MARIO PARTY


RAYMAN 2: THE GREAT ESCAPE

PLACE THE WINNING VOTE!

THE CHOICE IS YOURS!

VOTE FOR THE BEST OF 1999. ENTER TO WIN THE BEST OF '99!

GRAND PRIZE
1 WINNER
20 1999 N64 GAME PAKS OF YOUR CHOICE*
5 1999 GAME BOY GAME PAKS OF YOUR CHOICE*
1 GAME BOY COLOR
1 N64 CONTROLLER PAK



2ND PRIZE
15 WINNERS
GAME BOY COLOR
THE 1999 GAME BOY GAME OF YOUR CHOICE*
THE 1999 N64 GAME OF YOUR CHOICE*



3RD PRIZE
50 WINNERS
A NINTENDO POWER T-SHIRT

*Game Pak selection subject to availability.

OFFICIAL CONTEST RULES

No purchase necessary. Only U.S./Canadian residents (excluding Rhode Island and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the entry form or print your name, address, telephone number, and Player's Poll Contest Vol. 130 on a postcard, and mail the entry to this address:
NINTENDO POWER, PLAYER'S POLL VOL. 130, P.O. BOX 97062, REDMOND, WA 98073-9762
One entry per household. Entries must be received by 4/1/2000. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 4/15/2000, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by 5/15/2000. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 4/30/2000) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: One winner will win 20 N64 Game Paks, 5 Game Boy Game Paks, 1 Game Boy Color and 1 N64 Controller Pak. Approximate retail value (ARV): $1,700.00. Second Prizes: Fifteen (15) entrants will each win 1 N64 Game Pak, 1 Game Boy Game Pak and 1 Game Boy Color, ARV: $160. Third Prizes: Fifty (50) entrants will each win a Nintendo Power T-shirt, ARV: $10.00.
TAXES ARE WINNERS' SOLE RESPONSIBILITY. Game Pak selection subject to availability. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). If you are a minor, your parents or legal gaurdians agree to indemnify each of the released parties from any such claims, costs, injuries, losses, or damages suffered by you. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.

Counselors' Corner

Your Questions—Our Experts!

Harvest Moon 64

HOW DO I WOO A WIFE?

There are five available women in the vicinity of Flower Bud Village, and it's up to you to win one of them over. You can't just call up the computer dating service, however. You'll need to woo them with your thoughtful gestures of affection. If they don't think your gestures are very thoughtful, you may not be paying attention to their personalities. Each of them is a unique individual, with her own interests. You can learn quite a bit just from where you find them, what they do for a living and what they say to you when you meet them. Ann, for instance, works at the ranch, likes animals and is close to her older brother. Need a gift idea? How about an animal you found in the trees? How do you impress her? Perhaps if you impress her older brother in a sporting competition, he may put in a good word for you. Also, if you treat your animals well, it may earn her respect. Maria, the shy librarian, is just looking for company. She responds favorably to just about any gift. Karen, on the other hand, may be hostile to you when you first meet her. You'll need to keep making an effort with her just to get on friendly terms with her. She works at the vineyard, so it may impress her if you help out there during a crisis. If you think about what each one of them needs, it may point you in the direction of proper gifts. Because Elli is a baker, she may like some of those eggs you have back at the farm or perhaps some milk. Buy some of her cakes if you want to make her feel good about herself. The same goes for Popuri—she likes it if you buy seeds from her mother then plant them in a flower garden. Listen carefully to what they tell you when you run into them around town. Go ahead and woo all of them, but remember that only one of them will marry you. There is no right decision, but you'll eventually need to pick one of them. Then you'll need to start thinking about a family—so you'll also need the midwife.



You'll find Maria at the local library. She may be timid at first, but if you take the time to keep her company, she'll appreciate it.



Ann is a woman of the soil with a keen interest in animal husbandry. Give her wool, corn and animals to win her over.



Elli is usually hard at work in her bakery. Make her life easier with eggs and milk. She may show her appreciation later.



Karen may have a difficult personality at first, but she responds well if you're friendly to people she cares about.



Keep planting flowers—you may attract the attention of Popuri, the sweet-natured worker at the Flower Shop.

Jet Force Gemini

HOW DO I DEFEAT THE TAWFRET BOSS?

The crablike monster at the end of Juno's Tawfret adventure may seem impossible at first, but you can beat it by shooting at its vulnerable body parts in the correct sequence. Start with the mandibles below its eyes. Avoid the batlike creatures it spews at you, then jump over the rings of energy. Move on to its antennae, shooting them as they flash. When they're gone, target its eyes. The boss will continuously fire energy bolts at you, so you'll need to aim on the move.



Hop over the circles of energy that radiate from the boss in your direction. Target the body parts that are flashing.



The monster will change tactics after you blast off its mandibles. You'll need to dodge devastating energy bolts.

HOW DO I ENTER MIZAR'S PALACE?

It's easy enough to get into the lobby of Mizar's Palace, but you'll soon discover that the adjacent rooms lead nowhere. Collect the weapons upgrades, then go back to the relative calm of the main lobby. You'll see an electronic diagram that should give you all the information you need to escape. Jump into the flame pit as indicated. You'll drop down into a lower-level lobby containing a lava pool. Fight your way through the rooms, then walk across the molten lava to the courtyard—Juno's body armor will protect him from the heat. There's a job for Floyd outside.



Somebody has conveniently accessed an electronic map in the lobby that shows Juno how to get inside the palace.



Take a leap into the flaming pit—neither the flame nor the fall will hurt you. You'll find yourself in another lobby area.



After fighting through some enemies, you'll find a small moat full of magma blocking the exit. Go ahead and wade through it.

WHAT DO I DO AFTER GETTING THE TRI-ROCKET LAUNCHER?

After Vela has gotten the Tri-Rocket Launcher at the beginning of the Cerulean Level, your only mission is to use it to get off a planet filled with tough enemies. Cross the large moonscape, then defeat the enemies on the other side to open the door. You'll find the Yellow Key, a Bonus Activator and some Tribals. Then the trick will be to find the way out. In the final section, the exit is along the right-hand side of the tunnel. Use the Tri-Rocket Launcher against the Infantry Weevils.



In the cave with steaming craters, figure out the flight path of the Cyclops Drones, then mow them down with the Machine Gun to open the door.



Use the Tri-Rocket Launcher against the tough enemies near the level exit, or lure them to oil drums to blow them up.

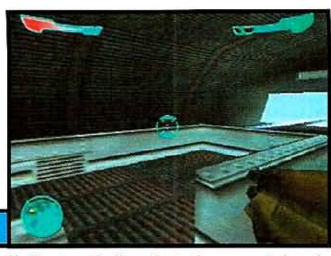
Armorines: Project S.W.A.R.M.

HOW DO I ACTIVATE THE MONORAIL?

You'll need Facility Administrator Delaney's help if you want to take the Monorail to the next level of the game. To get to him, you'll need to deactivate the electric field by hitting a button in the observation tower. Go up a ramp off the trail to a building where Delaney is under attack by a big bug. Rescue him, then follow him when he runs back to a building near the transport hangar. He should get the monorail started without your help, so head to the hangar and jump in the back of the car.



Delaney is in a control room at the top of the ramp off the main trail. Rescue him, then follow him back to another control room.


He'll automatically activate the monorail. Jump in the back to gain control of the mounted gun as you move down the track.

HOW DO I EXIT SIBERIA?

Getting out of this icy mess will be even harder than getting in. You'll soon find that the way out is blocked by a wall of snow. Use the mines you found next to a fallen soldier to blow it up. Next, you'll go up against a nasty, invisible bug. Let's hope you saved your rockets, because you'll need them to blow up this monster. Try to avoid its energy blasts in the process. When you find the large transport vehicle, search the walls around it for the exit tunnel in the snow.


You'll come up against the world's strongest snow fort on the path out. Pick up a mine off the ground, then throw it at the wall.


No, it's not your imagination—there is a big bug moving around out there. Turn it into individual body parts with a rocket.

WHERE IS THE EXPERIMENTAL WEAPON?

After you've found the entrance to the Aztec temple, you'll need to start looking for a Chemical Gun that shoots toxic green goo. On the wall inside the first room, hit the fourth switch from the left to lower a pillar. Jump down the hole, then make your way to a room with a pillar and a water channel. As the alcoves in the room open, defeat the enemies, then hit the square switches inside. When the pillar lowers, jump down the hole. Swim down the tunnel as it branches to the left. When you get to the room at the end, shoot the switch on the wall, then dive down to the door it opened. The gun is inside the room.


After you exterminate all the bugs that scramble from the alcoves, hit the switches inside to lower the pillar.

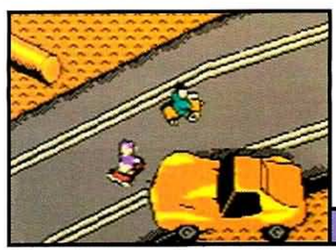

Jump down the hole in the ground after the pillar drops. You'll find a partially submerged tunnel and a switch on the wall you need to shoot.


If you dive down underwater, you'll find a room that contains the experimental weapon—the Chemical Gun.

Mickey's Racing Adventure

WHAT'S THE BEST WAY TO GET A BETTER CAR?

If you're having trouble progressing in the game, maybe you need a better car or upgrades to your existing car. Keep racing on an easy track that you can win so you'll build up the cash you'll need. Take your Disney Dollars over to Ludwig Von Drake's garage, where you have the option of upgrading your top speed, acceleration and handling. If you have enough money, you can also buy a brand-new car. The first four cars are available from Professor Von Drake, but you'll need to open Mickey's garage to get the fifth vehicle.



If the tougher races are giving you trouble, keep trying the ones you know you can win. You'll get Disney Dollars for each victory.



Professor Von Drake has what you need, for a price. Upgrade your car's characteristics or move on to a better model.

WHERE DO I FIND CHEATS?

Cheats are earned the hard way—by beating the boss car in a race at the end of each level. Every character gets specific cheats for winning these races. To use the cheats, however, you'll need to go to the post office. Your first job is to open it up for business. It's a relatively simple matter of completing Chip's Secret Challenge 1: finding nine acorns that are scattered throughout various places. Once the Post office is open—and you've won a level—go inside then open the Check Mailbox option. Your cheats should be waiting for you there. The cheats vary from Disco Mode, which lights up the racetracks in funky day-glo colors, to Submarine Mode, which allows you to pass through objects.

In this game, you have to pick up your cheats with the mail. Open up the post office by completing Chip's Secret Challenge 1.



Each character gets different cheats in his or her mailbox after beating a boss in the final race of a level.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

MARIO PARTY 2

Q: Why do I fall down in the Filet Relay?
A: You're probably going too fast down the ice slopes.

Q: Why is my bumper car steering incorrectly?
A: It isn't. You are. Steer as if you were in the driver's seat.

Q: Why can't I get money out of the Koopa Bank?
A: You need to land directly on the Koopa Bank space.

TUROK: RAGE WARS (GB)

Q: Is there a way to continue my game after losing my last life?
A: No, but you can enter a password to play the same level.

Q: What are the blocks with an "R" on them?
A: Shield items. Pause the game to access them.

Q: How do I switch weapons?
A: While playing, toggle through weapons with the Select Button.

COMMAND & CONQUER

Q: No one is shooting at my infantry. Why are they losing health?
A: Don't let them stand on Tiberium. They will slowly lose health.

Q: Why are there asterisks in my messages?
A: The asterisks mean the transmission is garbled. You'll have to figure out the mission on your own.

It's time to follow the bouncing tank into battle once again. Back in the heady days of the NES, Sunsoft introduced Jason and his gravity-defying tank to a grateful public. Their new version for Game Boy Color captures the frenzied feel of the classic.

BLASTER MASTER™
ENEMY BELOW

AIR!

LAND!

SEA!

EVERYONE E CONTENT RATED BY ESRB



MONSTERS AMOK!

Jason and his tank, Sophia, had long ago rid the (under)world of evil subterranean creatures, but now the threat is back. The steel-plated warrior has been called out of retirement by the very scientists who resurrected the monsters. Sunsoft puts you in the driver's seat as Jason plunges into the cold, cold ground for a feverish battle.



You could call Blaster Master a side-scrolling adventure, but you'll spend as much time going up and down.



Sophia was built to go where no tank has gone before, which means you'll dive under water and fly through the air.



Despite Sophia's versatility, sometimes Jason needs to work on foot. Tread carefully—it's dangerous down there.

A Boy and His Tank



The common image of a tank is a slow, lumbering pile of steel, but the agile Sophia defies expectations. Her cannon fires either straight up or straight forward, so you'll need to learn how to jump and shoot to hit many of the less accessible enemies. She also carries an unlimited supply of standard ammunition, so fire away.

BONUS UPGRADES



Some of the coolest upgrades—like Crasher and Hybrid Armor—are just lying around, waiting for you to pick them up. You don't need them to complete the game, but they help.

Swiss Army Tank

As you progress in the game, you'll find that Sophia will need a few upgrades to accomplish your goals. The changes will be automatic after you beat bosses at various levels of the game. In most cases, you'll need the new ability in the next stage of the adventure.

HIGH JUMP



This upgrade—which lets you reach new heights—might be called Higher Jump. It's awarded to you after you defeat the Giant Cannibal Flower.

ENGINE UPGRADE



Blast the Ground Snake in Area 2 to ratchet up your engine's power. The only place you'll need the boost is an area where you fight high winds.

HOVER



This upgrade allows you to float through the air. You can activate it by tapping the A Button during a jump. Defeat the Poisonous Frog to get it.

DIVE



Destroy the tough boss Shellfish to turn Sophia into an armored submarine, which will let her dive to new depths in pursuit of aquatic enemies.

WALL CLIMBING



Spider tank, spider tank, does whatever a spider, uh, can. With this first upgrade, you can climb up walls. Defeat the Jellyfish to drive on the ceiling.

Weapons & Ammo

There's nothing wrong with the standard ammo aboard Sophia, but you can do a lot more damage when you grab these power-ups in your travels. They won't give you a permanent weapons upgrade, unfortunately. Each item you pick up gives you ten rounds of ammunition.

HOMING MISSILES



These little beauties let you fire diagonally to destroy enemies, eliminating the need to get down on their level.

THUNDER BREAK



This attack discharges a bolt of electricity from the undercarriage of your tank, hitting enemies beneath you.

3-WAY MISSILES



It's destruction times three when you use these cluster rounds. Save them for when you face multiple enemies.

Driver, Exit the Vehicle

There are plenty of reasons to stay in the tank. It's cold outside. Your legs are tired. You don't want to get blasted. Quit being a baby and pop the hatch. You'll need to get your hands dirty when you enter a Catacombs area.

TIGHT SQUEEZE

Pests sometimes accumulate in difficult-to-reach spots like the Catacombs. Your tank is too big to drive through the area.



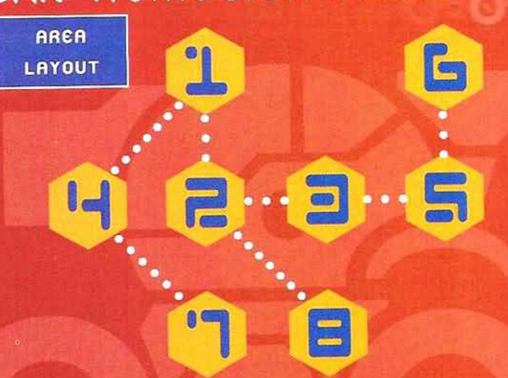
CRAZY CLIMBER

Use the ladders to access different levels. If your power meter gets too low, head back to Sophia to revitalize yourself.



SUBTERRANEAN HOMESICK BLUES

You'll need to take Jason and Sophia through eight underground levels in your quest to rid the world of the man-made monsters. Each area is made up of sub-levels, including Catacombs areas that you negotiate on foot. Some Catacombs contain level bosses, some contain the keys to the boss of the Catacombs and others just have upgrades.





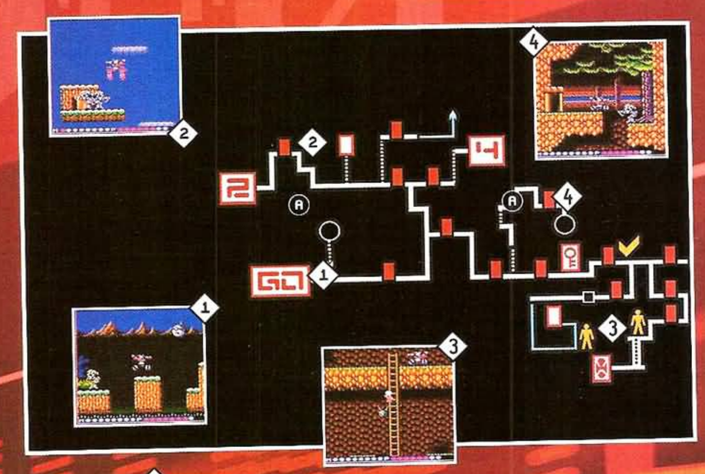
Area 1: The Forest

The first level seems small the first time you visit it, but you'll soon learn there are hidden portions of it you can reach with upgrades you'll get at later levels. Revisit the level to get to Area 4 after you get the Hover upgrade in Area 3.

CANNIBAL FLOWER

Study the movement patterns of the first boss to defeat it. Avoid its deadly tentacles while targeting its eye with your gun.





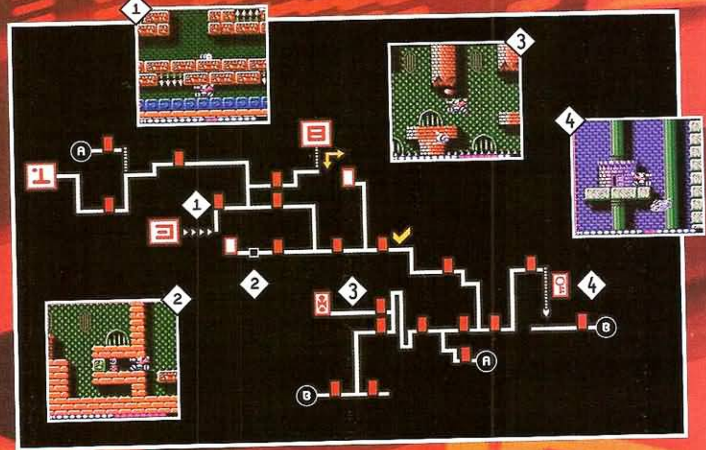
Area 2: The Castle

This area, like Area 1, has portals to two different areas. Unlike Area 1, it's an enclosed stage with more difficult jumps and tighter quarters with your enemies. You'll need to be more precise on your landings, or you'll run into spikes.

GROUND SNAKE

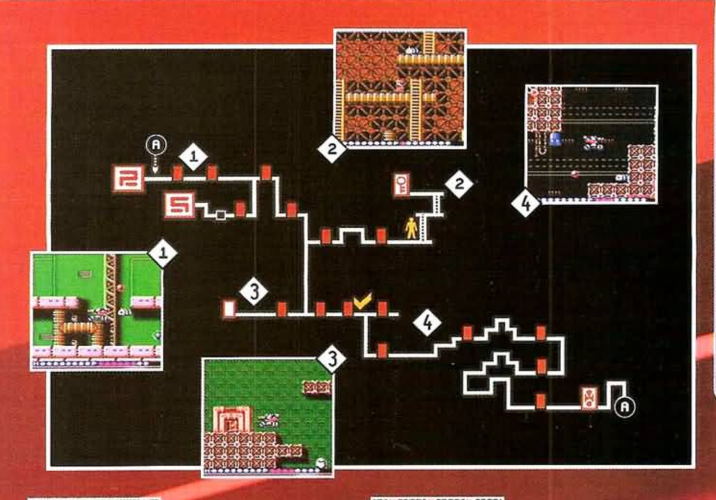
This snake creature is less predictable than the previous boss—keep moving to evade its attack. Fire at its head to destroy it.





Area 3: The Factory

This industrial area is more dangerous than your average work zone. The many small pits in the area could be your undoing if you fall into them, but they also provide you with opportunities to lure enemies into the same trap.



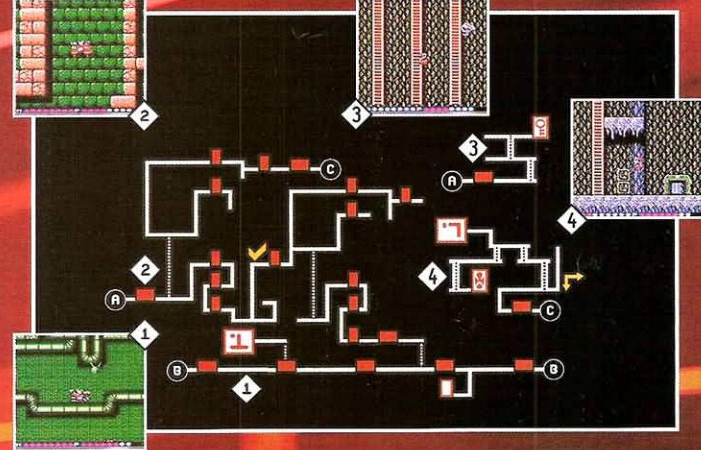
POISONOUS FROG

This boss isn't difficult to defeat if you avoid its poisonous tongue. Maneuver above the frog or beside it, then start shooting.



Area 4: The Sewers

You'll receive the Hover upgrade after defeating the frog. You won't get very far in the Sewers without it. After entering the area, you'll drop into a continuous loop that requires you to hover up to another passageway.



LOBSTER

This cranky crustacean will try to take you out with its claws and by shooting bubbles. Aim for its antennae to cause damage.



The Catacombs

You become more vulnerable the second you step out of the tank and into the Catacombs. Enemy attacks that would take only one power point away from the tank cause two points worth of damage to Jason on foot. On the other hand, collecting a power item gives you two points instead of one.

Sometimes the Catacombs are dangerous even without enemies. Watch out for slippery tiles that send you skidding into spikes.



Some enemies have blind spots. For example, an enemy may not be able to shoot diagonally, so approach it at a 45-degree angle.

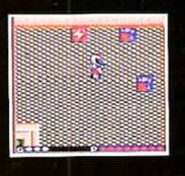


Strafing is a useful technique to master. You can keep Jason's gun pointed the same direction by holding down the A Button.





The Catacombs aren't necessarily hostile places. Some of them are downright hospitable, loaded with bonus upgrades and power-ups.



Area 5: The Secret River

Sophia can go only so far in this level before she sinks underwater like a stone. You'll need to exit the tank to swim through this aquatic world. After you defeat the boss, you will receive the Dive upgrade necessary to make Sophia amphibious.

SHELLFISH



The Shellfish are actually multiple bosses, rather than a single monster. Take them out one row at a time while dodging their blasts.



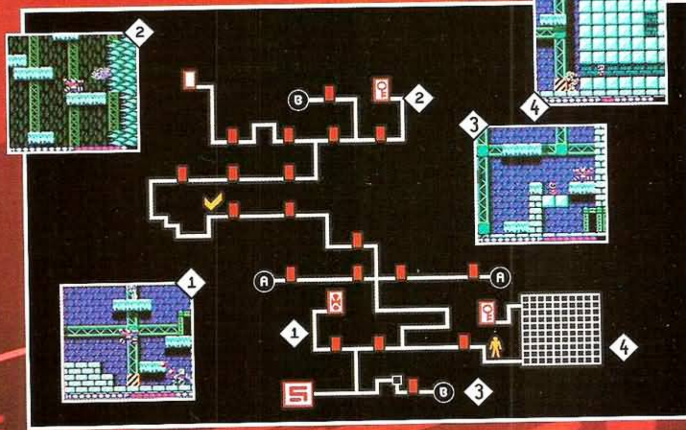
Area 6: The Ice Station

It's too bad Sophia isn't equipped with tire chains—you'll find it tough to get traction on this frosty level. Be careful that you don't slide right into spikes or enemies. You'll also need to blast the ice blocks to create your own stairway.

DINOSAUR



This Jurassic juggernaut may be frozen in time, but it's fairly mobile while you fight it. Aim for the head, but don't get bitten.



In the Belly of the Beast

Area 7: The Caverns

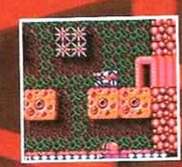
At first it will seem like you're going in circles, but eventually you'll find a cave that will break the monotony (try to map your route so you can find it again). Exit Sophia and blast your way through blocks with Jason to advance.



This area is filled with enemies that will hunt you down. Stock up on Hover items—you'll need them when you find the way out.

Area 8: The Hive

You've finally tracked down the monsters' underground stronghold, but the accomplishment won't mean much if you can't survive once there. Those pesky pill bug creatures may require you to leave the tank periodically.



Lethal spike clusters often block your path at important junctures. You may have to take some damage to get past them.



RAYMAN®

Remember the heyday of side-scrollers when adventures were long, challenges were intense and heroes had arms and legs? All of those elements that make a game fun are back in Rayman for Game Boy Color. Well...except for that arms and legs bit, but two out of three's not bad.

EVERYONE E CONTENT RATED BY ESRB

THE ADVENTURE BEGINS

For those of you who didn't miss out on last year's amazing Rayman 2 for the N64, you already know that its creator Ubi Soft skimps on nothing. *Almost* nothing. So maybe the game's hero is short a few body parts, but nevertheless he managed to rub elbows with danger and get up to his nonexistent neck in trouble during his critically hailed and downright fun 1999 adventure. Living up to the high standards set by the N64 game, Rayman's GBC-exclusive side-scroller is a vibrant eyepopper that's equally fast and furious. And it's big, too. Rayman stuffs in 30 spirited stages, and we can barely touch on a fraction of them.





ITEMS

Key

Enable your GBC's infrared port feature with the hidden Ubi Key.

Heart



Capture a Heart to refill all five notches of Rayman's health meter.

Life



For every Rayman torso you collect, you'll earn an extra life.

Plum



Plums provide transportation. Get one moving by throwing your Fist at it.

Cage



Your goal is to find the Cages. Break them open to free your friends.

Fist



To extend Rayman's reach when using his grappling ability, grab a Fist.

Hoop



When Rayman wins his grappling ability, shoot a Hoop to swing from it.

SPELLBOUND FOREST: LEVEL 1

Rayman's adventure spans 30 whimsical stages spread over multiple worlds. Each world contains an average of four levels, so Level 1, in this case, refers to the first area you'll explore inside the world called Spellbound Forest.

The Secret Ubi Key

1



Once you've nabbed the Key, you can hit Select to enable your GBC's infrared port. If a friend is also playing Rayman on GBC, you can use the feature to trade codes.

AIRY TUNES: LEVEL 4

Rayman earns new powers after completing some worlds. At the end of the sky-high Airy Tunes world, Rayman will win his Helico magic power that enables him to hover. Once you've earned it, use it by pressing and holding A while in midair.



Drum Drop

1

Shortly after you land on it, the drum will drop straight down. Ride it as it falls, then hop to the cloud on the left before you crash into the spiky musical notes.

Air Horns

2



To get a rise out of the irritable horn, land on it. When it lifts you upward, jump on it again to make it go higher. By throwing your Fist at the wall while on the horn, you can steer your ride sideways to dodge obstacles.

The Answer, My Friend, Is...

3



To reach the ledge high above the horn on the right, station yourself in front of the horn atop the slope on the left. If you jump as it blows you to the right, its gust will give you the momentum you need to reach the ledge.

Back for More

4



You can revisit this area and use your hover power to float to a previously unreachable Cage.

ANCIENT FOREST: LEVEL 1

In the Ancient Forest, Rayman's new grappling ability will come in handy, since he'll spend much of his time swinging and hanging around. To use it, throw your Fist at a Hoop. When your punch connects, you'll latch on to the ring.



First Hoop



Swing to the first platform to make a head appear by the Start. Grapple to it to collect the 1-up.

Plum Plop



Shoot your Fist at the Plum when the explorer walks beneath it. When the fruit lands on his head, hop onto his plumheaded noggin for a safe ride to the next platform.

Hidden 1-Up



Leap left off the edge of the blue roly-poly's platform to grapple to a hidden 1-up.

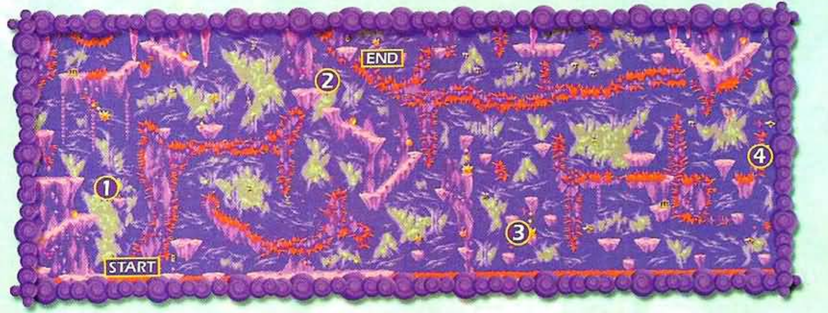
Jump-Start the Plum Swing



To reach higher ground, you must ride the Plum Swing, but it needs a good push first. Your Fist will get things moving, so let the horn blow you skyward for a shot at it.

FIERY DEPTHS: LEVEL 2

Things heat up in the underworld of the Fiery Depths. If Rayman had any knees, they'd be knocking by now, since Level 2 of the cavernous area is flooded with molten lava, patrolling bats and unpredictable geysers that spit up fire.



Hanging Around



Since the platform spews out fire, dangle off its edge until you can time a safe landing.

Get a Lift



If you grab the fairy ball on the platform with the geyser and spiked ball, a bat with a hoop will descend at point 2.

Start the Ball Rolling



The spiked ball sits on a platform that you need to land on. Move it out of your way by throwing your Fist at it.

Head Down



Swing from the bat to the top head, but quickly jump off it when it begins moving up. While airborne, fall to the right to land on the lower head.

ARCANE FOREST: LEVEL 2

Rayman's not out of the woods yet. Instead, he's deep in the thick of trouble as he enters the Arcane Forest, a woodland region wrought with spikes and other hazards not normally found in the wilderness.



Head to Head



Hop on the yellow head for a ride to the top. Face right during your ascent to spy the next head to land on.

Falling Heads



The yellow heads that have eyes sprouting from the top of their noggins can't support your weight. Land on them briefly, then quickly jump to safe ground.

Gold Fist



The Gold Fist will extend your grappling reach. Climb the vine to grab it and upgrade your ability.

Swing Jump



Swing off the Plum to clear the spiked ridge to your right, then fall to the yellow head below.

Lie Low and Jump High



Ride the head to the right, then hop onto the stationary head. Before the head can drop, leap to the platform.

Plum Punch



To cross the spiky ground below, you must ride the Plum. Knock it off the vine by jumping and throwing a punch in midair, then quickly fall after it to hitch a ride.

MR. DARK

At the end of your travels awaits Mr. Dark, the villain who imprisoned the precious light-giving sprites of Rayman's world. As the one shining hope who can defeat him, you must dodge his every attack. Hover then zigzag in flight for the best escape.

Lights Out for Mr. Dark



Dodge Mr. Dark's fireballs by hovering and jumping from level to level. When he turns into a sphere, throw punches at it to diminish its size, then repeat the process.

MORE TO COME

Since you weren't always able to hover and grapple, you weren't always able to explore every nook in the earlier levels. If you revisit them then clean out the Dark Legacy Extra levels, you'll score 100% to complete the game.





ARENA are you game?

the CHALLENGEs

1

Mario Party 2
Party Crashing

While any good party guest would be careful not to break anything at Mario's Party, you're invited to shatter the Minigame Records at this month's shindig. Check in with top scores for the Bobsled Run and any of the other games, then send us a photo to show us who's the life of the party.

2



Disney's Tarzan
Jungle Boogie

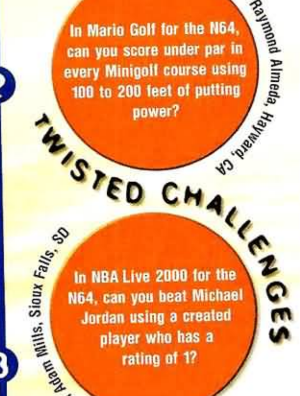
To prove you're Lord of the Apes and not just a random savage who hangs out with monkeys, send us a photo showing 100% completion for every level of Disney's Tarzan for the N64. Also include a snapshot of the Story Screen showing that you've finished the game on the Hard setting.

3



NBA Courtside 2 Featuring Kobe Bryant
Nothing but Net

One of the coolest modes of NBA Courtside 2 is its Three-Point Contest. In this month's challenge, drain as many shots as you can, then photograph your top score. The best b-ballers will be listed on a future Arena Challenge Scoreboard.



Challenge Scoreboard

STAR WARS: ROGUE SQUADRON
19 Gold Medals (Vol. 117)

Rob Hadlen, Festus, MO
Mitchell Ho, Eden Prairie, MN
Danny Holloway, Glendale, AZ
Nick Hydorn, Grand Rapids, MI
Robert Iliff, Madison, WI
Jonathan James, Enterprise, AL
Daniel John, Hampshire, IL
Milton Kamansky, Canoga Park, CA
Chris Karnies, Toronto, ON
Dustin Knox, Port Neches, TX
Jacob Koleszar, Garrettsville, OH
Conrad Kozuch, Streamwood, IL
John Limoli, Worcester, MA
Danny Liu, Brooklyn, NY
Michael Liu, Mission Viejo, CA
Matt Lopez, Northridge, CA
Jonathan Lowrey, Pattonsburg, MO
Jason Mackey, Mechanicsburg, PA
Jonathan Manson, Fergus Falls, MN

THE LEGEND OF ZELDA: OCARINA OF TIME
Finished Game with Three Hearts and No Continues (Vol. 118)

Todd Belton, Severna Park, MD
Eilbroun Benjamin, San Jose, CA
Mathieu Bergeron, Lanoraie, PQ
Dan Blickensderfer, Bloomington, IL
Jeffrey Bordignan, Fayetteville, GA
Brian Braeckel, Colorado Springs, CO
Patrick Brewer, Collinwood, TN
Titus Brewster, Westville, FL
Alex Brisson, Embrun, ON
Danny Bruce, Baton Rouge, LA
Frederic Busque, Pintendre, PQ
Matthew Campbell, North Highlands, CA
Joseph Casper, W. Sayville, NY
Derek Cavin, Carlsbad, CA
Terence Chu, Hillsboro, OR
Harrison Clyde, Kelowna, BC
Eddie Cofino, Mamaroneck, NY
Timothy Conzelman, Park City, IL

BEETLE ADVENTURE RACING

Best Times for Coventry Cove (Vol. 120)

Clifton Poli, Orlando, FL	4:48.14
Jon Cofer, State College, PA	4:50.41
William Rasmussen, Irving, TX	4:54.23
Adam Young, Columbus, OH	4:57.46

Best Times for Metro Madness (Vol. 120)

Clifton Poli, Orlando, FL	5:55.83
Steve Evans, Finksburg, MD	6:28.91
Kevin Lacy, McHenry, IL	6:33.25

Best Time for Mount Mayhem (Vol. 120)

Tray Walker, Grants Pass, OR	5:10.88

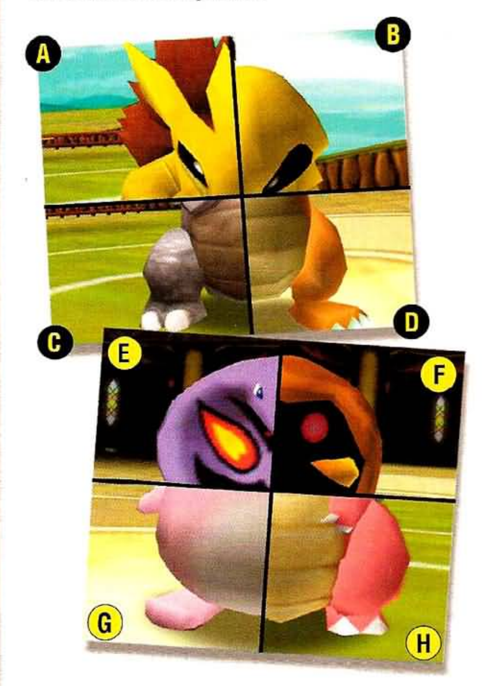
Best Times for Inferno Isle (Vol. 120)

Clifton Poli, Orlando, FL	6:38.97
Andras Szog, Aurora, CO	7:24.26
Byron Oliver, Clarksville, TN	7:33.12



POKéMON PUZZLE PIECES

When you're not proving how fierce they can be in battle, you can prove how photogenic your favorite combatants are by snapping pictures of them in Pokémon Stadium's Gallery. Displayed below are snapshots of eight different Pokémon that we've composited into two Pokémontages. See if you can identify who's pictured in each quadrant of the Pokémon pastiche.



ST. PATRICK'S DAY QUIZ

Are things greener on the other side? They might be greener down below in this month's St. Patrick's Day quiz. Grill yourself on what's green in gaming by identifying which of the following entries are emerald. More than one entry per category may qualify, and the answers will appear in next month's issue.

Which of the following are green?

1 Donkey Kong 64:

a. Tiny's bananas
b. Lanky's bananas
c. Chunky's bananas

2 Jet Force Gemini:

a. Gimlet's pants
b. Sniper Drones
c. Racing Mode's Oil Token



3 Pokémon TV series:

a. Ash's gloves
b. Brock's vest
c. Jessie's earrings



4 N64 Game Paks:

a. The Toy Story 2 Game Pak
b. The Rayman 2 Game Pak
c. The Earthworm Jim 3-D Game Pak

5 *Star Wars*: Rogue Squadron:

a. The Empire's laserfire
b. The Rebellion's laserfire

WHO AM I?

Jake Lloyd, who played Anakin Skywalker, isn't the only actor from *Star Wars*: Episode I *The Phantom Menace* to lend his voice to an N64 game. The actor who supplied the voice for this mystery character in a recent movie-based N64 game also starred in *The Phantom Menace*. Can you name the mystery character and game, the actor and the role he played in *The Phantom Menace*?



ANSWERS TO VOLUME 129

Scrambled Screen Shots:
3, 2, 5, 6, 1, 4

Odd Game Out
1. Micro Machines 64 Turbo
2. Monster Truck Madness
3. Disney's Tarzan
4. Army Men's Vikki
5. Slaphappy Creepout
6. Rayman

Who Am I?
Lickitung

do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is April 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.



WHAT COLOR are you?

WHERE THERE'S SMOKE, THERE'S FIRE. AND ICE, WATERMELON, GRAPE AND JUNGLE. THE FUNTASTIC SERIES OF N64 CONSOLES IS PACKED WITH PERSONALITY—WHICH ONE SUITS YOU?

Yes, you read correctly. The Nintendo 64 consoles that you know and love will be bursting with translucent color on March 6, when the Funtastic Series arrives in a colorific store near you. The suggested retail price for these glittering gems is $99.95, and that includes one Controller in the same Funtastic color. As you can see from the colorful collection on the left, the N64's future is clearly bright.

Decisions, Decisions...

It's great to know that the N64 now comes in six Funtastic colors. But how can anyone possibly settle on just one? The darkly mysterious Smoke would blend in anywhere, but then again, the frosty-blue Ice is nice. Watermelon's pinkish red color looks good enough to eat, and Fire's orangy glow is, well, hot. Let's not forget Jungle's wild green hue, which made its debut with the DK 64 bundle—and who doesn't like the pretty purple haze of Grape?

Before you resort to eeny-meeny tactics, take our personality test, which, in the spirit of color-coordination, matches a colored console with a type of video game—and a type of gamer. Each question has six color-coded answers that will clue you in to your gaming personality. When you're finished with the quiz, flip the page to learn more about your gaming personality. Then you can enter the contest to win the Funtastic N64 that matches your type and a great game to go with it!



FUNTASTIC COLOR QUIZ

1. You dropped Baby Bowser's favorite cuddly toy, so he has transported you into Yoshi's Story. You are:
A) Classic green Yoshi. B) Sassy light blue Yoshi.
C) Inviso. D) White Shy Guy. E) Poochy.
F) Limbo Shy Guy.

2. Mario calls and invites you to another one of his famous parties. You can bring guests. You bring:
A) Navi, Zelda and Toad. Toad knows how to party.
B) Duke Nukem, Turok and Adon. I like to live dangerously.
C) Xena, Gabrielle and all the Snowboard Kids.
D) Captain Falcon and Princess Ruto. Race you to the pool!
E) I know it's unlike me, but that Gex guy makes me giggle.
F) As many polygons and sprites as I can jam into my Pokémon Beetle.

3. You're sitting around a campfire in the Lost Woods with your Kokiri buddies, and someone asks you to play a song on your ocarina. Your first song is:
A) Nocturne of Shadow. B) Bolero of Fire. C) Scarecrow's Song. D) Requiem of Spirit. E) Minuet of Forest.
F) Serenade of Water.

4. If Bowser and Ganondorf got in a fight, who would win?
A) If they were racing, I would say Ganondorf.
B) It doesn't matter, because I would infiltrate the fighting complex and capture them both.
C) It would be a tie and a great game!
D) That question is illogical, but Bowser is pretty tough.
E) I haven't collected enough super-star-banana-fun-tokens to reach that level.
F) Who cares? The X-Games are on! Ganondorf and Bowser should shred instead.

5. The weekly poker game is going well, until you accidentally knock Mumbo Jumbo's chips over. Enraged, he turns you into:
A) Kazooie. B) Snacker. C) A cauldron.
D) Bottles. E) the pink Jinjo.
F) a little alligator in yellow shorts.

6. If you were a Pokémon, which type would you be?
A) Can I be 'em all? B) That Surfin' Pikachu is pretty rad, so I would be an Electric-type. C) Grass-types rule! D) Water-and-Ice-types float my boat. E) Ghost-types are mysteriously purple. F) Psychic-types often have a tactical advantage.

7. You can bring only two games to a get-together. You bring:
A) Beetle Adventure Racing and Diddy Kong Racing.
B) Super Mario 64 and Donkey Kong 64. C) Wrestlemania 2000 and 1080° Snowboarding. D) Space Station Silicon Valley and Command and Conquer 64. E) All my games. You are not the boss of me. F) GoldenEye and Mario Party 2.

8. You finally get control of the remote! What do you watch on TV?
A) Whatever is on the Sci-Fi Channel. B) Titanic, because it makes me laugh. C) The X-Files—unless Scooby-Doo is on.
D) ESPN2 or ESPN. E) Discovery Channel. F) I like flipping channels more than watching a whole show.

9. I like to use codes that:
A) make your character faster or stronger. B) do it all!
C) make the game sillier with stuff like big heads and goofy computer players. D) help you get all the items or weapons.
E) open up all the levels—especially the tricky ones. F) reveal hidden items or special, unusual items that change the game.

10. You and your friends attend a costume party dressed as the cast of Super Smash Bros. As you reach the refreshments table someone asks you about your favorite candy. You say:
A) "Raisins are nature's candy, but I like Green Jolly Ranchers." B) "Candy makes me jittery and throws my aim off, but Snickers really satisfies." C) "Milky Way bars. Must...have... Milky Way." D) "I live on candy and soda pop. As long as I get my sugar." E) "Wild Cherry Life Savers, the red Pixy Stix, and those cool wax lips." F) "Candy will rot your teeth. I'll take some ice water."

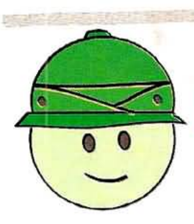
11. The doodles in the margins of your old issues of Nintendo Power say:
A) Wave Race 64 Rox!!! B) I think, therefore I am.
C) Airboarding, snowboarding—skateboarding?
D) Mario 4ever. E) Bond. James Bond.
F) Nintendo Power pages are not to be scribbled on!

NINTENDO 64

FUNTASTIC SERIES

WHAT'S YOUR COLOR?

To score your quiz, simply figure out which color answer you chose most often. If no color was the clear winner, you are an all-around gamer—and a Watermelon.



JUNGLE

Games: Super Mario 64, Tarzan

ADVENTURE
PLATFORM
SEEKING
COLLECTING
DISCOVERING
PERSISTENT

You love the challenge of a good adventure game. You solved The Legend of Zelda: Ocarina of Time without breaking a sweat—although you did pick up the Official Nintendo Power Player's Guide to check for anything you might have missed. You like the idea of having to collect items just for the sake of completing every game objective. You finish every adventure game before your friends do.

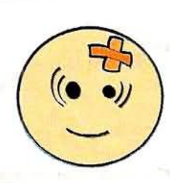


GRAPE

Games: Command and Conquer 64, Starcraft 64

OTHER-WORLDLY
PLANNING
THINKING
MYSTERIOUS
DELIBERATE
STRATEGY

You like a game that makes you think. You don't attack without considering the consequences of your actions, and your decisions are usually sound. You like a good puzzle and you are no stranger to RPGs, but you really love the complexity of a great strategy game. You can juggle several plans at once, and you always have a backup plan. You are rarely caught off-guard, because your mind is open to any possibility.



FIRE

Games: Wrestlemania 2000, Tony Hawk Pro Skater

EXTREME
RADICAL
SPORTY
INTENSE
TRICKSTER
ATHLETIC

You leap before you look, and you still pull off a perfect landing. Your friends try to make you play weak characters or teams just so they'll have a better chance of beating you, but you have the skills to win no matter what. You learn all of the coolest moves, throws and tricks way before your buddies do, and you won't spill all of your secrets—you like having that edge, at least for a while.



ICE

Games: Wave Race 64, HydroThunder

SPLASHY
QUICK
SLICK
COOL
SHORTCUT
RACING

You love all racing games, and some of the wet ones have really captured your attention. You like the extra challenge of a superslick track, and you don't care if there is marine wildlife in the way—you will still be the winner. You master the little tricks that give you a big advantage on the racetrack, and you're just plain fast. Your name is at the top of every racing game's high score list.

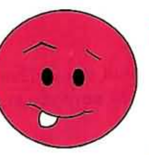


SMOKE

Games: GoldenEye, Perfect Dark

ACTION
SUSPENSE
SNEAKY
LURKING
SNIPER
CLOAK AND DAGGER

You probably played "Super Spy" when you were younger—sneaking around corners and scaring the daylights out of the annoying kid next door. You like the thrill of wandering around a guarded complex, just waiting to make the first move. Your enemies don't see you coming, unless you want them to. You also enjoy playing most multiplayer games for the competition.



WATERMELON

Games: You like 'em all!

HAPPY-GO-LUCKY
VARIETY
OPEN
ENTHUSIASTIC
GAMER
EXCITED

You have been playing video games for as long as you can remember. You might have one ultra-favorite game, but you have a diverse collection and you don't stick to one type. You can find a challenge in nearly any game, and you are willing to give them all a shot. Your friends know you as an all-around gamer, and you can hold your own no matter what game you're playing.

ENTER TO WIN THE FUNTASTIC BUNDLES CONTEST

FUNTASTIC SERIES

WIN A BUNDLE OF PERSONALIZED FUN!

Choose the **Funtastic N64 console** and game that match your type—**and win!**
Sixty lucky winners walk away with a **Funtastic prize!**

10 Winners



Ten winners will receive a Funtastic Nintendo 64 console in Grape and a Starcraft 64 Game Pak.

10 Winners



Ten winners will receive a Funtastic Nintendo 64 console in Jungle and a Tarzan Game Pak.

10 Winners



Ten winners will receive a Funtastic Nintendo 64 console in Fire and a Tony Hawk's Pro Skater Game Pak.

10 Winners



Ten winners will receive a Funtastic Nintendo 64 console in Ice and a HydroThunder Game Pak.

10 Winners



Ten winners will receive a Funtastic Nintendo 64 console in Watermelon and a Pokémon Stadium Game Pak.

10 Winners



Ten winners over the age of 18 (or under 18 with written consent of a parent or guardian) will win a Funtastic Nintendo 64 console in Smoke and a Perfect Dark Game Pak.

OFFICIAL CONTEST RULES

No purchase necessary. Only U.S./Canadian residents (excluding Quebec, New York, Florida and Rhode Island) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number, "Funtastic Bundles Contest" and only one of the following: Smoke, Watermelon, Jungle, Ice, Fire or Grape on a postcard and mail the entry to this address:

NINTENDO POWER
Funtastic Bundles Contest
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. Entries must be received by March 31, 2000. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions, injuries, or damages caused by events beyond the control of NOA; or (c) printing or typographical errors in any materials. Entrants consent to being placed on a mailing list for promotional materials. On or about April 15, 2000 winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a skill testing question within a specified time period to claim a prize. NOA will attempt to notify winners by mail by May 15, 2000. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after April 30, 2000) a list of winners, send your request to the address above. WA/VT residents may omit return postage.

Grand Prize: Ten winners over the age of 18 (or under 18 with written consent of a parent or guardian) will win a Funtastic Nintendo 64 console in Smoke and a Perfect Dark Game Pak. Ten winners will receive a Funtastic Nintendo 64 console in Watermelon and a Pokémon Stadium Game Pak. Ten winners will receive a Funtastic Nintendo 64 console in Jungle and a Tarzan Game Pak. Ten winners will receive a Funtastic Nintendo 64 console in Ice and a HydroThunder Game Pak. Ten winners will receive a Funtastic Nintendo 64 console in Fire and a Tony Hawk's Pro Skater Game Pak. Ten winners will receive a Funtastic Nintendo 64 console in Grape and a Starcraft 64 Game Pak. Approximate value of each prize is $180.00.

TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor, their parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award.
By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES, OR DAMAGES SUFFERED BY YOU.
Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA reserves the right to change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules that is deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.

YOUR POWER GUIDE TO THE LATEST RELEASES

March 2000

Nintendo NOW PLAYING

POKéMON STADIUM

NINTENDO 64

The best Trainers in the world battle in Pokémon Stadium.

GRAPHICS: Two things stand out in Stadium—the 3-D Pokémon and their cool attacks. The Pokémon really come to life, swaggering, stumbling, fighting and fainting. Their attack animations often include special effects such as the rolling wave of the Surf attack or the cracked ground of Earthquake, and the Pokémon's reactions to the attacks are just as much fun.

PLAY CONTROL: The battle and menu selection controls are all very simple and intuitive. The play controls for the minigames vary widely, and some of these take time to master.

GAME DESIGN: Essentially, Pokémon Stadium brings to life the battles of the Pokémon Game Boy titles. You'll play in tournaments against the computer, using your own Pokémon or rentals, or battle against your friends. The minigames are designed for younger players.

SATISFACTION: The fact that you can import your own Pokémon, or even play Pokémon on the N64, is totally cool. The tournaments are fun and challenging.

SOUND: The announcer gets tiresome and the music and sound effects are nothing special.

COMMENTS:

Andy—*It's supereffective!* Jennifer—*I loved the Gallery feature, and the hidden and secret features are very cool.*

- Nintendo/256 Megabits
- 1 to 4 players simultaneously
- 1 game save slot
- 151 3-D Pokémon
- Transfer Pak included with the game

OVERALL RATING 8.8

GRAPHICS 9.0

PLAY CONTROL 8.8

GAME DESIGN 9.4

SAT. 8.6

SOUND 7.8



HOW IT RATES

The mild animated violence in Pokémon Stadium was noted by the ESRB, which gave the game an E rating. The worst thing that can happen to a Pokémon is that it can faint.

NINTENDO POWER STAFF SCORES

9.7 → Andy
9.2 → Nate
8.6 → Jason
8.5 → Scott
8.3 → Jennifer





NINTENDO 64

TOP GEAR HYPER-BIKE





The Top Gear series loses its training wheels.

GRAPHICS: Hyper-Bike sports some of the sharpest graphics on two wheels, though some of the dingy dirt tracks are hard to distinguish from the surrounding area that isn't part of the track.
PLAY CONTROL: Gravity is on your side in this game, so you can make fairly sharp turns without sliding or wiping out. The stunts are a tad trickier to ride out, but rattling off the combos is manageable.
GAME DESIGN: On the off-chance you get bored of the exciting courses and stiff competition, you could always enter Track Editor Mode to distort the looped course into a personalized raceway.
SATISFACTION: Motocross fans will dig Kemco's use of Honda, Yamaha and Kawasaki bikes, not to mention courses that undulate and bank aplenty. The Track Editor takes some tinkering, but it pays off big in making Hyper-Bike a very replayable ride.
SOUND: The looped drum-and-bass soundtrack sounds ready for clubs, though it may tend to get repetitive. If so, you could always crank up the sound effects to hear the realistic revs and purrs of your motor.
COMMENTS: Nate– *Plenty of saucy stunts and sound bites for the discriminating bike weasel.* Jason– *It's fast and fun with just the right touch of realism so losing your balance isn't a recurring hassle.*





- Kemco/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- Track Editor



HOW IT RATES
Aside from the cheesy bikini trophy girls, there's nothing really objectionable in Top Gear Hyper-Bike. And while the riders can fall off their cycles, they all wear helmets, so none of them will set a bad example.

GRAPHICS 8.0
PLAY CONTROL 7.8
GAME DESIGN 8.4
SAT. 9.0
SOUND 7.4



NINTENDO POWER STAFF SCORES
9.0 → Nate
8.5 → Jason
8.2 → Chris
8.2 → Scott
7.5 → Andy

NINTENDO 64

HYDROTHUNDER





Midway makes a splash with HydroThunder.

GRAPHICS: The boats are very cool, and the racecourses are watery fantasies set all over the world. Although the courses are a riot of color, you can still see the important turn buoys and boost items clearly. The frame rate, resolution and sense of speed suffer in the multiplayer mode.
PLAY CONTROL: Players familiar with the arcade game will expect a soft control feel, which is what gives the game the sense of steering in water. It's simple and intuitive.
GAME DESIGN: HydroThunder is set up like Cruisin' USA. If you finish the Easy courses, you'll open the Medium courses, and so on. The four Rumble Pak setting sliders allow players to custom-tweak the feedback.
SATISFACTION: To win you'll need to find shortcuts and grab all the boosts, making the game deeper than it seems at first. Next to Wave Race, this is the coolest game in the N64 pool. Unfortunately, you must have the Expansion Pak for three- or four-player races.
SOUND: There's always something going on, from the sound of the powerful engines to harbor police trying to pull you over.
COMMENTS: Chris–*The boats and levels have a fast feel, and the courses are well-designed.*





- Midway/256 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements



HOW IT RATES
HT gets an E rating from the ESRB, which also mentions that the game contains mild, animated violence. That violence is suggested by boats flipping and crashing. There are no weapons or attacks in HydroThunder.

GRAPHICS 7.6
PLAY CONTROL 7.6
GAME DESIGN 7.6
SAT. 8.0
SOUND 7.8



NINTENDO POWER STAFF SCORES
8.1 → Scott
7.9 → Chris
7.7 → Andy
7.6 → Jason
7.5 → Nate

NINTENDO 64

BRUNSWICK CIRCUIT PRO BOWLING

THQ bowls 'em over with this 3-D simulation.

GRAPHICS: THQ included some of the standard video techniques used in the coverage of flashier sports such as basketball and football, including replays and multiple camera angles. Overall, the graphics are simple, fairly clear, and quite realistic.

PLAY CONTROL: Each toss involves placing your bowler, aiming the throw and setting the amount of spin. After that, two power bars control the power and accuracy of the throw.

GAME DESIGN: There's a lot of bowling here, including Exhibitions, Tournaments, and even the colorful Cosmic Bowling Mode.

SATISFACTION: This is a great game for bowling fans, particularly if you want to experience the thrill of getting high scores. It's a lot easier to break 200 here than in a real alley. Brunswick is a good party game, as well, and you don't even need four Controllers.

SOUND: The music is synthesizer funk, which is interrupted by cheers or moans from the crowd depending on the success of your throw.

COMMENTS: Drew—*People who already love bowling will find plenty to love in this game. But if you don't love bowling, nothing in it will change your mind.* Scott—*You've got all the controls of the real thing.*

- THQ/64 Megabits
- 1 to 4 players alternating
- Controller Pak compatible
- 6 modes
- 15 venues
- 7 pro bowlers



HOW IT RATES
This game gets an E rating all the way. The purely American sport of bowling is family fun for everyone according to the ESRB.

OVERALL RATING 7.3

GRAPHICS	6.8
PLAY CONTROL	7.8
GAME DESIGN	7.6
SAT.	7.2
SOUND	6.6



NINTENDO POWER STAFF SCORES

- 7.7 → Sonja
- 7.5 → Nate
- 7.4 → Scott
- 7.0 → Drew
- 6.9 → Chris

NINTENDO 64

SOUTH PARK RALLY

Buckle up with offensive driving, South Park style.

GRAPHICS: Probably the only clean thing about this game is its look. Just like the first South Park game, this one maintains the show's appearance, while sprucing things up in 3-D.

PLAY CONTROL: The rally rolls along with a nice kart game feel, while juggling your multiple power-ups is never a struggle.

GAME DESIGN: Besides its hot-commodity license, what sets South Park Rally apart from other kart racers is that victory is based on accomplishing objectives. Tasks, like amassing collectibles, and scenarios inspired by capture the flag definitely make the mad dash from Point A to Point B an exciting one.

SATISFACTION: Even if you memorize the courses, the racing objectives keep things unpredictable.

SOUND: The South Park kids at least *sound* like they're old enough to drive. With plenty of trash-talking voiced by the show's original cast, the game will bombard you with more bleepables than a mouthful of soap could ever clean.

COMMENTS: Chris—*This is really designed for die-hard South Park fans.* Jason—*Mission-based racing is an innovative approach, but I wouldn't touch most of those collectibles with an ungloved hand.* Scott—*It's still pretty much a Mario Kart experience with rude drivers and silly weapons.*



- Acclaim/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 27 characters, 7 worlds and multiple racing scenarios

MATURE

HOW IT RATES
If the show offends you or it's not even something you're allowed to watch, steer clear. Vulgar language, questionable themes and some downright unsavory power-ups land this game the ESRB's mature rating of M.

OVERALL RATING 7.3

GRAPHICS	7.2
PLAY CONTROL	6.6
GAME DESIGN	7.6
SAT.	7.4
SOUND	8.0

NINTENDO POWER STAFF SCORES

- 7.9 → Nate
- 7.8 → Scott
- 7.5 → Andy
- 7.5 → Jason
- 5.9 → Chris





NINTENDO 64

NUCLEAR STRIKE 64

THQ strikes back on the N64!

GRAPHICS: Realistic maps and machines are the highlight of this frag fest from THQ. The choppers and other vehicles look sharp, and the landscapes and buildings are incredible. The only real drawback is that it's hard to see where some of your shots are going.
PLAY CONTROL: Controlling most of the vehicles is fairly intuitive. There are detailed maps that lead you to ordnance and mission objectives.
GAME DESIGN: The classic Strike series of games hasn't changed much over the years. Players pilot a helicopter (or other vehicle) over enemy terrain while attempting to destroy facilities, rescue hostages, and uncover stockpiles of fuel, ammo and armor. All of those elements come into play in the first N64 Strike game.
SATISFACTION: The game looks good and is full of explosions. This N64 version has been simplified somewhat from the PC series of Strike games, but even so it has lots of action.
SOUND: The music and sound effects are very dramatic and appropriate. Messages reach you via voice transmissions—a nice touch.
COMMENTS:
Andy—*A bit of nuclear terrorism adds a nice touch to any day.*
Sonja—*That blowed up real good!*






- THQ/256 Megabits
- 1 player
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 12 Missions



HOW IT RATES Nuclear Strike 64 gets an E for everyone rating from the ESRB. Even so, it's all about war, and the units, although small, are realistic. You won't see blood, but you may hear the tiny figures howl.

OVERALL RATING 6.9

GRAPHICS	7.4
PLAY CONTROL	6.4
GAME DESIGN	6.8
SAT.	6.8
SOUND	7.2

NINTENDO POWER STAFF SCORES
7.2 → Jason
7.2 → Scott
7.1 → Andy
6.6 → Drew
6.5 → Sonja

NINTENDO 64

RALLY CHALLENGE 2000

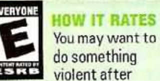
A trial by tire from South Peak Interactive.

GRAPHICS: Although the cars have nice reflections on the back windshield, the overall graphics are in the middle of the pack. Some realistic touches, such as thick dust clouds and splattering mud, add to the fun and challenge.
PLAY CONTROL: The feel of the cars differs widely, and you have several settings to tinker with. Road surfaces affect tire wear but don't seem to make much difference to the controls.
GAME DESIGN: This rally racer pits you against the clock in the nine-course Championship Mode. In Arcade Mode, you'll begin in ninth place and try to move up to first over a series of one-lap races. Players can adjust four critical settings before the race, which gives Rally 2000 a bit of strategy.
SATISFACTION: Top Gear Rally 2 certainly looks and feels more polished, but RC2000 has more environments, which keep things interesting. It will probably appeal most to casual racing fans.
SOUND: An announcer warns of upcoming turns while a rock soundtrack revs in the background. It's nothing new.
COMMENTS: Andy—*Dust clouds obstruct your view, adding a realistic feel.*
Chris—*This game isn't ambitious enough. The graphics and sound are so-so. At least South Peak got the real licenses.*






- South Peak Interactive/96 Megabits
- 1 to 4 players simultaneously
- 9 courses
- 9 cars



HOW IT RATES You may want to do something violent after crashing into a wall or skidding off the track, but this game is a simple racer that earns an E rating from the ESRB.

OVERALL RATING 6.6

GRAPHICS	6.6
PLAY CONTROL	7.2
GAME DESIGN	6.4
SAT.	6.6
SOUND	6.0

NINTENDO POWER STAFF SCORES
7.5 → Scott
7.1 → Nate
6.2 → Chris
6.2 → Sonja
6.1 → Andy

GAME BOY COLOR

RAYMAN

It's a call to arms as Ubi Soft brings back the limbless wonder.

GRAPHICS: Sure, it's easier to animate a hero who has no arms or legs, but even so, Rayman is an impressive graphical feat. Lush scenery and rich blends of color liven up the Game Boy game with a look as vibrant as Rayman 2 on the N64.
PLAY CONTROL: A few levels, like the escape to higher ground from a flood, are forced-scrolling levels. You'll have to be quick to jump, climb, hover and throw, but the play control occassionally stumbles when you're on the go. Precision jumping is key.
GAME DESIGN: With 30 levels, Rayman is a sizable adventure. Better yet, you'll have to reexplore most areas once you've earned the special abilities that will gain you further access.
SATISFACTION: Action and platform fans are likely to set aside a lot of time for Rayman, since it presents a big, big world with big, fun challenges.
SOUND: The inspired music goes beyond mere beeps and bloops to evoke a fantasy mood. Your ears also will be treated to audio cues that point out when you're close to important collectibles.
COMMENTS: Andy—*An "A" title for sure.* Jason—*Rayman comes through again in a superior side-scroller with plenty of areas to explore and reexplore.* Jennifer—*It takes a while to learn how to jump accurately—a pretty big obstacle in a platform game.* Chris—*The levels are challenging while still being loads of fun.*





- Ubi Soft/32 Megabits
- 1 player
- Infrared port capabilities for trading codes
- Passwords
- 30 levels
- 6 languages
- Game Boy Color exclusive

OVERALL RATING 8.0

GRAPHICS 8.4
PLAY CONTROL 7.6
GAME DESIGN 8.2
SAT. 7.8
SOUND 7.6







HOW IT RATES Rayman's confrontations require only hop-and-bop battle tactics. Deeming such nonviolent content appropriate for everyone, the ESRB awarded the game with an E rating. Besides, he's unarmed anyway.

NINTENDO POWER STAFF SCORES
9.0 → Jason
8.3 → Chris
8.1 → Andy
7.7 → Nate
6.8 → Jennifer

GAME BOY COLOR

BLASTER MASTER: ENEMY BELOW

It Isn't the end of the world.

GRAPHICS: This classic from the 8-bit world of the NES has been recreated for Game Boy Color with exacting attention to detail and some new elements. The tank, your main character and the many enemies look amazingly like the originals. Blaster Master looks pretty good on regular Game Boy, as well.
PLAY CONTROL: The feel of the play control is very precise in both the side-scrolling and overhead perspectives. You shouldn't have any problems missing jumps. Submenus are used for accessing items and extra powers.
GAME DESIGN: This is a traditional action game. You're in a mutated world, with all sorts of baddies trying to stop you. The areas are large, and the challenge is very good for a Game Boy offering.
SATISFACTION: Action gamers and nostalgic Blaster Master fans will eat it up.
SOUND: Unfortunately, the sound is also of the 8-bit era. The music and sound effects are very basic.
COMMENTS: Andy—*Solid platform action. The ability to jump out of the tank mixes up the game play.* Chris—*The color is fantastic on GBC.* Jennifer—*I would try to comment, but (yawn) I keep falling asl...zzz.* Nate—*If you didn't like it on the NES, you won't like it now. But I, for one, can't get enough of the NES-to-Game Boy Color migration.* Scott—*You'll need our maps to master this Blaster.*







- Sunsoft/8 Megabits
- 1 player
- Passwords
- Game Boy and Game Boy Color compatible

OVERALL RATING 7.6

GRAPHICS 7.8
PLAY CONTROL 7.8
GAME DESIGN 7.6
SAT. 7.6
SOUND 7.0



HOW IT RATES Blaster Master may sound like a game full of mayhem and violence, but the reality is that it's a fairly mild-mannered platform game. The ESRB ruled that Blaster Master deserves mothing more than an E rating.

NINTENDO POWER STAFF SCORES
8.3 → Chris
8.3 → Nate
7.4 → Drew
7.2 → Scott
7.0 → Andy

GAME BOY COLOR

VIGILANTE 8

Disco is stayin' alive and well on Game Boy Color.

GRAPHICS: Restructured into a three-quarter view version of last year's Pulp Fiction/1970's-inspired smash-'em-up, the Game Boy version manages to keep the areas, cars and power-ups familiar-looking to N64 V8 vets.

PLAY CONTROL: Steering—especially making tight turns—is problematic, so you'll probably spend more time than you'd like tangled up with obstacles or parked in corners.

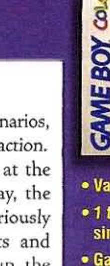
GAME DESIGN: Vatical did a bang-up job shrinking the original N64 game to a likewise likable Game Boy game. The settings, characters and missions are just as fun, and two-player mode rages like a disco inferno.

SATISFACTION: This version is sure to please fans of the N64 version or any other gamer who enjoys cool weapons and vehicles, offbeat scenarios, hip characters and demolition-derby action.

SOUND: The disco music pipes in at the game's intro, but during game play, the music stops and things become curiously quiet. The explosive sound effects and impressive voice samples break up the silence and keep things exciting, but the funky music is still sorely missed.

COMMENTS: Chris—*The car is hard to drive—I kept putting it in reverse by accident.* Jason—*Steering and getting a good shot in are as unstable as a disco comeback.* Andy—*If you take this Pak on the road, don't get any funny ideas.*







- Vatical/8 Megabits
- 1 to 2 players simultaneously
- Game Link compatible
- Rumble feature
- Game Boy Color exclusive

GRAPHICS	7.2
PLAY CONTROL	6.0
GAME DESIGN	7.4
SAT.	7.2
SOUND	7.2



HOW IT RATES

Though the game involves shooting and vehicular assault, no humans are ever shown being injured in battle. Since only cars are hurt, the ESRB approved Vigilante 8 for everybody by rating it with an E.

NINTENDO POWER STAFF SCORES

- 8.1 → Nate
- 7.5 → Andy
- 6.7 → Scott
- 6.5 → Jason
- 6.4 → Chris

GAME BOY COLOR

HELLO KITTY'S CUBE FRENZY

Who knew puzzles could be so huggable?

GRAPHICS: Hello Kitty fans will be tickled pink (and not just because the game is awash in bubblegum colors and pastels), since Pandaba, Badtz Maru and other Sanrio characters spring up. The only problem is that they're way too tiny.

PLAY CONTROL: Cube Frenzy plays like Tetris with sugar on top, so gamers of any skill level should easily get the knack for rearranging the falling blocks.

GAME DESIGN: The gist is that you must arrange the dropping blocks so they open up pathways or form stairsteps for a pacing Hello Kitty, who's trying to gather flowers, umbrellas and everything nice. All the while, rival characters try to waylay her. Since everything's always on the go, Frenzy more than captures the urgent feel of puzzle-busting.

SATISFACTION: The puzzles are tougher than you'd think, and the game is even harder to put down.

SOUND: The simple music box tunes suit the game, and the ditties maintain the charm that the characters bring to a traditionally faceless genre.

COMMENTS: Jennifer—*Hello Kitty throws down a solid challenge to puzzle lovers. It's the cat's meow.* Chris—*The game puts a nice twist on Tetris-style games, emphasizing stacking blocks in a special way rather than just eliminating them.* Andy—*It pains me to say this, but it's not cute enough.*







OVERALL 6.9 RATING

- NewKidCo/8 Megabits
- 1 player
- Passwords
- 11 worlds
- 3 difficulty settings
- Game Boy and Game Boy Color compatible

GRAPHICS	6.4
PLAY CONTROL	6.4
GAME DESIGN	7.2
SAT.	7.6
SOUND	6.8



HOW IT RATES

Rated E by the ESRB, Cube Frenzy is a safe bet for puzzle fans of any age. The irresistible characters will keep young gamers chipping away, while the difficulty level increases at a manageable but challenging pace.

NINTENDO POWER STAFF SCORES

- 8.0 → Jennifer
- 7.4 → Jason
- 6.7 → Chris
- 6.4 → Scott
- 6.3 → Andy

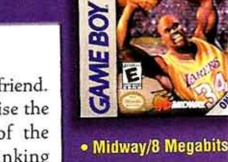
GAME BOY COLOR

NBA SHOWTIME

Midway takes the NBA to GBC.

GRAPHICS: Whether you're playing on the Main, Practice, Street or Jungle Court, the graphics are always crisp and the colors are always bold. The animation also scores big, since the players have a wide variety of ways to slam a monster dunk.
PLAY CONTROL: To activate your Turbo, you have to hit the Start Button, and the awkward setup makes for butterfingered plays and bungled shots.
GAME DESIGN: You compete 2-on-2 in NBA Showtime, and the CPU players can play quite well. Though the game makes it easy to go above the rim, Showtime caters more to the sim fan, since its Season Play is the main b-ball mode.
SATISFACTION: Showtime's major drawback is that it's for one player only. The action is fast, but it could heat up even more if you could link up and play against a friend.
SOUND: Surely the sound won't raise the roof. The simple sound effects of the dunks and dribbles and the plinking music miss the hoop by a mile.
COMMENTS: Scott—*It's got everything the N64 game has, and you can take it with you.* Jennifer—*The sound is definitely not a slam dunk.* Chris—*Play control is a little rough, especially having to use the Start Button as one of the main controls.* Nate—*The ability to play through a season adds some replay.* Andy—*Unlike Blitz, Showtime is a sports game that translates fairly well to GBC.*









OVERALL RATING 6.8

- Midway/8 Megabits
- 1 player
- Passwords
- 4 courts
- Game Boy Color exclusive

GRAPHICS 7.0
PLAY CONTROL 7.0
GAME DESIGN 6.8
SAT. 7.2
SOUND 5.4



HOW IT RATES
The content of NBA Showtime is exactly what you'd expect—basketball. No gettin' in people's faces, no fights on the court. It's good sportsmanship all around, so the ESRB placed an E rating on the tame game.

NINTENDO POWER STAFF SCORES

- 7.8 → Scott
- 7.0 → Jason
- 6.7 → Andy
- 6.6 → Chris
- 6.1 → Jennifer

GAME BOY COLOR

TIGER WOODS PGA TOUR 2000

Catch a Tiger by the tail.

GRAPHICS: Tiger Woods PGA Tour 2000 uses real courses, like Sawgrass, and does a good job of portraying them. And sure, green and earth tones are going to be the color scheme for the graphics, but the overall coloring seems to be overly bland. Even more disappointing, the game seems to feature one canned image of Tiger taking a swing. Seeing it over and over gets old fast.
PLAY CONTROL: PGA Tour 2000 is a sim, so don't expect outrageous CyberTiger action. Instead, things get technical. Maybe too technical, since figuring out your power meter and swing interface isn't a quick learn.
GAME DESIGN: THQ has also packed in a few other PGA pros along with the usual golf modes, like Stroke and Skins Play. The Shootout elimination competition is also a winning inclusion.
SATISFACTION: Once you figure out how to aim and swing, PGA Tour 2000 turns out to be a decent day on the green.
SOUND: THQ gets a golf clap for effort, but no standing ovation in the sound department. The plummeting ball sound effect is very annoying.
COMMENTS: Chris—*This game isn't up to par with Mario Golf.* Nate—*The interface for selecting clubs is way too confusing. Bad Tiger!* Andy—*The interface is kind of awkward, but once you figure it out, it gets the job done.* Scott—*Featuring real courses is a plus!*





OVERALL RATING 6.6

- THQ/8 Megabits
- 1 to 4 players alternating
- Passwords
- Three courses
- Game Boy and Game Boy Color compatible

GRAPHICS 6.8
PLAY CONTROL 6.4
GAME DESIGN 7.2
SAT. 6.6
SOUND 5.0



HOW IT RATES
No one even throws a tantrum and bends a club in half in this game. Everyone plays nice, so Tiger Woods PGA Tour 2000 earns an E rating from the ESRB.

NINTENDO POWER STAFF SCORES

- 6.9 → Andy
- 6.7 → Nate
- 6.6 → Scott
- 6.5 → Jason
- 6.4 → Chris

ALSO PLAYING THIS MONTH

MICROSOFT PUZZLE COLLECTION

- Classified Games/8 Megabits
- 1 player
- 6 games

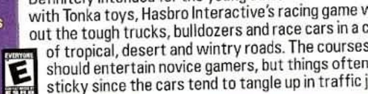
Six games in one, MS Puzzle Collection features puzzles created by Alexey Pajitnov, the inventor of Tetris. The new games mostly involve coordinating colors and repositioning puzzle pieces, but none can stack up to Pajitnov's original hit. Chances are, the diversions will hold your attention for only minutes at a time.

OVERALL RATING 6.3

GRAPHICS 6.0
PLAY CONTROL 6.8
GAME DESIGN 6.5
SAT. 6.3
SOUND 5.8

TONKA RACEWAY

- Hasbro Interactive/8 Megabits
- 1 player
- Rumble feature
- Game Boy Color exclusive



Definitely intended for the young audience that tinkers with Tonka toys, Hasbro Interactive's racing game wheels out the tough trucks, bulldozers and race cars in a circuit of tropical, desert and wintry roads. The courses should entertain novice gamers, but things often get sticky since the cars tend to tangle up in traffic jams.



OVERALL RATING 6.2

GRAPHICS 7.0
PLAY CONTROL 6.0
GAME DESIGN 6.0
SAT. 6.0
SOUND 6.2

MILLENNIUM WINTER SPORTS

- Konami/8 Megabits
- 1 player
- Game Boy Color exclusive



Konami's eight-event button-masher sports two ski jump competitions, speed skating, bobsledding, downhill and giant slalom runs, and exhibitions for the skiing aerials and the snowboarding halfpipe. Though the graphics and animation are worth a look, the game's twitchy control setups are far from gold-medal quality.

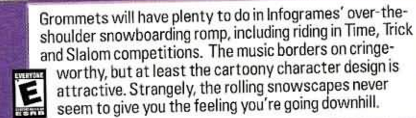


OVERALL RATING 6.1

GRAPHICS 6.8
PLAY CONTROL 5.8
GAME DESIGN 6.5
SAT. 5.5
SOUND 6.3

BOARDER ZONE

- Infogrames/16 Megabits
- 1 player
- Passwords
- Game Boy Color exclusive



Grommets will have plenty to do in Infogrames' over-the-shoulder snowboarding romp, including riding in Time, Trick and Slalom competitions. The music borders on cringe-worthy, but at least the cartoony character design is attractive. Strangely, the rolling snowscapes never seem to give you the feeling you're going downhill.



OVERALL RATING 6.0

GRAPHICS 5.8
PLAY CONTROL 6.3
GAME DESIGN 6.0
SAT. 5.8
SOUND 6.8

TITUS THE FOX

- Titus/8 Megabits
- 1 to 2 players simultaneous
- Game Link compatible
- GB and GBC compatible

Originally released in 1993, Titus the Fox returns for Game Boy and Game Boy Color. If you play the large action side-scroller on GBC, you'll be able to access a couple of bonus levels. Otherwise, the 17 levels are the same. To mix things up, two players can help one another reach items in the two-player cooperative mode.



OVERALL RATING 6.0

GRAPHICS 6.0
PLAY CONTROL 5.8
GAME DESIGN 6.0
SAT. 6.0
SOUND 6.3

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventure, Puzzles
ARMOND: Fighting, RPG, Adventure
CHRIS: Action, Sports, Adventure
DAN: Action, Adventure, Sports
DREW: Adventure, Simulations, RPGs
HENRY: Fighting, Action, Sports
JASON: Adventure, Action, Puzzles
JENNIFER: Adventure, Fighting, Action
KYLE: Sports, Simulations, Puzzles
NATE: Adventure, Action, Sports
SCOTT: Sports, Simulations, Adventure
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.


Early Childhood


Teen (13+)


Adult (18+)


All Ages
Mature (17+)


Rating Pending

COMPLETELY ADDICTIVE, DECEPTIVELY SIMPLE, OUTRAGEOUSLY GOOFY!

MAGICAL TETRIS CHALLENGE™

EVERYONE E CONTENT RATED BY ESRB

Three modes of play: Quest Mode, Game Collection Mode and 2-Player Mode

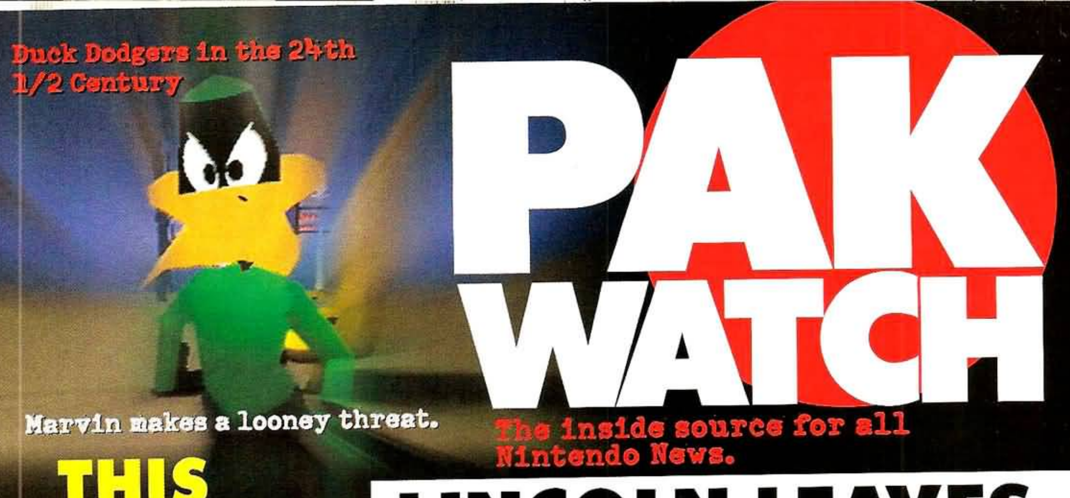
Features 8 different versions of Tetris





JOIN DISNEY'S MICKEY, DONALD AND GOOFY AS THEY EMBARK ON A NON-STOP **ADVENTURE** FULL OF CHALLENGING **FUN** AND **EXCITEMENT**. COMPLETELY **ADDICTIVE**, DECEPTIVELY **SIMPLE**, YOU'LL GO **WILD** IN A KALEIDOSCOPIC SHOWER OF FALLING TETRIS PIECES.





Marvin makes a looney threat.

THIS MONTH

HERCULES



The strongest game from Titus.

ALL-STAR BASEBALL 2001



One more trip to the mound.

METAL GEAR SOLID



Konami packs it solid.

XENA



The warrior princess is back.

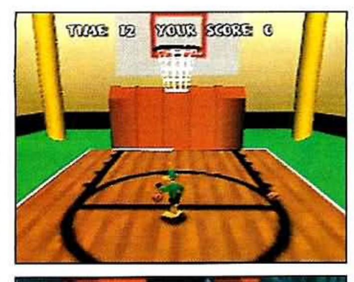
LINCOLN LEAVES LEGACY AT NOA

This month, Nintendo of America says goodbye to Chairman Howard Lincoln, who is retiring to take over the Seattle Mariners baseball team as CEO. Howard has been an integral part of NOA for nearly 20 years, playing a vital role in every area of the company, from acquiring the rights to such blockbuster games as Tetris to championing the fight against software pirates around the globe and helping create the industry ratings system and the ESRB. Howard has even been a voice behind the scenes at Nintendo Power, giving the magazine and on-line site direction and inside news on upcoming products. Nintendo of America will not be the same without Howard, but he has taught us well and his legacy will live on at NOA and throughout the video game industry.

At the same time that Howard took his final bows, Nintendo announced further release plans for the rest of 2000 for N64 and Game Boy Color. The biggest shocker came during NOA's Gamers' Summit on February 2nd when Conker's Bad Fur Day was shown on video for the first time to the gathered writers. Gone is Rare's cute and cuddly squirrel, scampering in a woodland paradise. In his place is a dazed and confused rodent lost in a world gone nuts. The game is now notable for its mature sense of humor, lots of comic violence to squirrels (and other critters) and a total lack of good manners. We'll reveal more about Conker once we start breathing again. Other games that popped up at the Summit were Alice's Adventures in Wonderland for Game Boy Color, Zelda Gaiden and Excitebike 64. Nintendo also announced several new Pokémon products, including Pokémon Attack—a puzzle game—and Pikachu VRS. VRS stands for Voice Recognition System, which in this game allows players to communicate directly with Pikachu by giving the cute Pokémon commands through a microphone. It's going to be a new era at Nintendo, but the fun will keep flowing your way over the next 12 months. That's Howard's true legacy.

MAD MARTIAN PLANS UNIVERSAL MAYHEM!

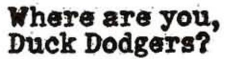
Once again, planet earth is held hostage to the Machiavellian machinations of that menacing maniac from Mars, Marvin the Martian. In the latest twist on this ongoing story, the mad Martian has built the Ultimate Weapon, which he intends to aim at earth as the culmination of his Ultimate Plot. Recent intelligence suggests that before Marvin can operate his dastardly device, he must power it with 100 special energy atoms collected from five different worlds. With Marvin's minions scouring the solar system for atoms, what hope does the earth have?









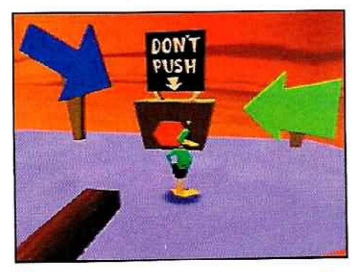


Where are you, Duck Dodgers?

The call for Duck Dodgers—courageous space ace and all-around good duck—has gone out from Infogrames and Paradigm Entertainment. And the word is that the world's most fearless fowl should be ready to defend planet earth against Marvin's Ultimate Plot beginning this June. In a special sneak preview at Pak Watch HQ, Infogrames shared the latest information on Duck Dodgers in the 24th 1/2 Century for the N64. It's been a long time in the development stage, but we're happy to report that Duck Dodgers is all that it's been quacked up to be, and then some.

Looney Tunes live!

Working closely with Warner Bros., the development team has created 3-D versions of Daffy, Porky Pig, Marvin the Martian and other recognizable characters from the Looney Tunes family. Daffy, in the starring role, walks, swims, jumps, kicks, tiptoes and solves puzzles by pushing objects with a lot of huffing and puffing. Original characters such as a giant snowman boss were created in addition to the cast of Looney Tunes characters. The characters come alive in wacky, animated, 3-D cinema screens with voice talent provided by Warner Bros. It's a far cry from the flight and driving sims that Paradigm Entertainment is known for—games such as Pilot Wings 64 and F-1 World Grand Prix—but the team has captured the essence of Chuck Jones's classic cartoon and made it interactive.



A pak of instant Martians, please

With five planets, and 13 to 15 stages per planet, Daffy has a lot of ground to cover. If he runs into trouble, he can ask for help from his comrade, Porky Pig, who hangs out in Daffy's spaceship. Our hero also has the use of special items, such as the raygun, ACME jetpack, boxing gloves and Instant Martian decoys. Each stage features enemies to evade or dispatch, trials of skill—like tiptoeing along a narrow beam—or minigames like a Space Jam hoop-shoot or a boxing match. The worlds you'll visit aren't the normal fare of sci-fi, either. One is filled with gangsters from the 1930s, and another is a huge desert world that looks like it could be the home of alien Roadrunners.

That's not all folks

Infogrames has scaled back its Looney Tunes offerings, eliminating Looney Tunes Space Race, so it can concentrate on the important things, like making Duck Dodgers the most amazingly amazing game in the universe. It was still a bit buggy when we played it, but Duck Dodgers had all the earmarks of a classic action game with great characters, a large variety of stages and activities, excellent graphics and sound, and enough jokes to keep you rumbling even if you don't have the Rumble Pak plugged in.

"One giant leap for duck-kind..."

Pak Play

Hands-on previews of upcoming games.

A LEGENDARY JOURNEY BEGINS

Ancient Greece must have been a fun place to live, as any fan of Hercules: The Legendary Journeys can tell you. Now, Titus is in the process of bringing the fun and magic of the TV Hercules to the N64. Your Pak Players recently entered the realm of myths to check on the progress of this adventure. In it, we found characters from the show including Kevin Sorbo's Hercules and his sidekick, Iolaus. We also discovered vast portions of Greece—more than 20 areas in the early version we explored including Mt. Olympus and the city of Thrace. Hercules's great strength is his main asset, but he'll get information from helpful characters along the way. He also has four types of magic at his disposal and an inventory of items. In addition to hurling rocks, Hercules can perform many other tasks using an active button control system similar to the one in Zelda: Ocarina of Time. The current plan is for Hercules to reach stores this summer, probably in June or July.









MCGRATH BUSTS OUT

Acclaim's entry in the two-wheeled racing fest is finally ready to catch some air and spray some mud with 125cc and 250cc bikes. From the soon-to-be imploded Kingdome in Seattle to the hills of Glen Helen, motocross überstar McGrath leads the pack. The game has a seriously rocking soundtrack, but the graphics and play control really aren't up to the competition, particularly with Excitebike 64 looking like a million bucks and ready to be released in May. Probably the best part of McGrath Supercross 2000 is the do-it-yourself track editor. Bumps, berms, whoops and turns are all yours to string together into an extreme course where you can test your shocks. You'll be able to build a nightmare course in McGrath beginning this April.







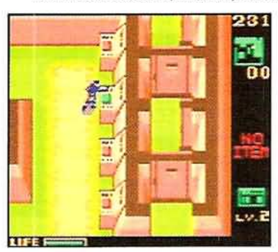




KONAMI'S GEAR

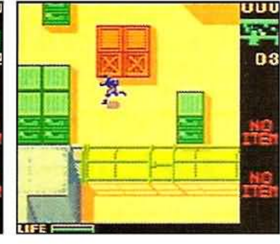


The GDF advocates liberation and independence for the Boias, an ethnic minority in the African nation of Gindra, but the leader of the movement has larger plans of a nuclear nature. As Solid Snake, a special forces operative who shoots firsts and asks questions only when the bad guys are six feet under, you'll head out on a lone-wolf mission to save the world. Konami has packed Metal Gear Solid for Game Boy Color with more than a dozen, intense, action levels with multiple stages. Snake must infiltrate bases, dispatch enemies and traps, communicate with his superiors and other agents, and make it out in time for tea. The original Metal Gear for the NES spawned the recent high-profile game for PSX, but the Game Boy Color version has a completely new mission, not to mention top production values. The version we played at Pak Watch featured grueling challenges and large areas filled to the teeth with enemies. Fortunately, Snake was able to gather an impressive set of weapons ranging from pistols to guided Nikita missiles. Konami's ambitious schedule is to release this game by the end of March. We anticipate an April date might be more realistic.



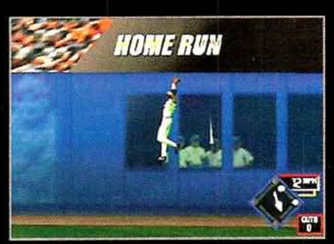






THE FIELD OF DREAMS

This month's Pak Watch gallery revisits Acclaim's Major League Baseball franchise with All-Star Baseball 2001, which has been updated for the N64 and the new millennium. New features include a Quick Start Mode, Batting Practice, and new animations. But the biggest improvement is the inclusion of the Cooperstown Legends team, which lets you play with baseball legends such as Nolan Ryan and Brooks Robinson on a field of dreams—that's right, out in the corn. The graphics are still nearly photorealistic, and the announcers are still annoying, but for baseball fans, this one feature makes ASB 2001 a huge step above the previous games in the series.

















Pak Peeks

Whats breaking in the world of games.

A fantasy comes true

THQ's Aidyn Chronicles: The First Mage for the N64, formerly known as NomenQuest, is stepping out of the shadows for the first time and reveling in the limelight. H2O, the creators of Tetrisphere, have focused their considerable talents on creating a deep RPG led by Chris Klug, famed as the creator of TSR's DragonQuest game. Aidyn Chronicles follows the story of a young man named Alaron who goes in search of his true identity. During his journey, he travels far and wide, meets good people and bad, fights monsters in the wilderness and discovers a hidden ability


Aidyn Chronicles: The First Mage

to control magic. The 3-D characters and world may look like an action game, but the depth of play, four-character parties, menu-based battles and dozens of items and spells make Aidyn a true RPG. One interesting twist is that characters may have a day or night bias, making them more effective during that time period. Weather conditions such as storms will also affect play. The more we learn about this promising RPG, the more we can't wait to play it. THQ hopes that Aidyn Chronicles: The First Mage will release this summer.

N64 Debuts

This month, Pak Watch gives you several first looks at upcoming N64 titles, and news of even more new titles. We begin with a screen shot of Turok 3, which is still just 50% complete and not scheduled to ship until late summer or fall. The story concerns Oblivion, who seeks the destruc-



Turok 3

tion of Turok and his own rebirth as the supreme power in the universe. Players will assume the role of Turok or another character in missions that span five huge worlds and over 20 stages including a ruined, futuristic city, an underwater military base, and the jungles of the Lost Land. To top things off, eight multiplayer modes will take place in more than 40 unique arenas. Although Turok 3 won't require the Expansion Pak, Acclaim says that the graphics will set a new standard. You can be the judge.

We've also got a first look at Konami's latest hockey game, Blades of Steel 2000 for the N64. This game just showed up out of the blue in time to save hockey fans from feeling left out in the cold this year.

Pak Watch also has received word of two more unannounced N64 titles. Eidos Interactive is busy working on Sydney 2000—a sporting game that will bring this year's Olympic competitions to life with a smorgasbord of events. GT Interactive will bring the uniquely American sport of Indy car racing to the N64 for the first time with Indy Racing 2000 scheduled for release this summer. IR 2000 will put virtual drivers behind the steering wheel of Indy-type, open-wheel cars with 20 drivers



IR 2000

and eight tracks including the Indianapolis 500. You can play the entire IRL season, take a practice spin on any oval, or challenge a friend in the two-player mode.

A glimpse of Xena!

Titus has finally revealed screen shots of its upcoming Xena RPG for Game Boy Color. These exclusive photos show a variety of activities, including multiple weapons and Xena's famous jumping ability. The use of color and amount of detail suggests a rich gaming world, and the design of the game calls for trading between Game Paks, including trading characters who can open up new areas of


Xena RPG

the games. Although there was a slight delay in development, Titus believes that Xena will release this summer, while a similar Hercules title will follow.

A bear of little brain

Winnie the Pooh: Adventures in the 100 Acre Wood introduces Christopher Robin's lovable bear to Game Boy Color players thanks to NewKidCo and Disney Interactive. Although the game is fairly simple and geared toward a young audience, there is enough text in Pooh that players will have



Winnie the Pooh: Adventures in the 100 Acre Wood

to be able to read. The game involves exploring the 100 Acre wood, tending a carrot patch and playing board games. All of Pooh's friends appear in richly illustrated cinema scenes. The first Winnie the Pooh game for Game Boy will be released this spring.

The monster ranch

Tecmo takes a stab at the Pokémon market with an English translation of its Monster Rancher game—Monster Rancher Battle Card GB. In this game, Card Breeders battle each other using teams of monsters and cards. The RPG is similar in many respects to Pokémon, but there are notable differences, including Tecmo's use of Game Boy Color graphics. Players can trade cards, items and monsters to build the ultimate team using the Game Link Cable. Will Monster Rancher rival Pokémon? Doubtful. The monsters just aren't cute enough.


Monster Ranch Battle Card GB

I'd like that to go

If you like your gaming wrapped up and ready to go, you're definitely a Game Boy person. Here's the latest on upcoming Game Boy Color titles. GT Interactive's Driver has been shrunken down to Game Boy Color dimensions, but it still manages to provide some high-speed excitement. You can just go for a joyride if you want to or launch into the Undercover missions, which are the heart of the game.

In other news, Rockstar Games is bringing the Muppets to Game Boy Color in a fun, platform action game that borrows heavily from the old Muppets Show. Triple Play 2001 is the latest installment of EA Sports' baseball franchise. Crave Entertainment is working on Men in Black 2. Natsume has Tric Boarder in development, and Croc is on its way from THQ.

Pokémon Trading Card Game


Nintendo

Kirby 64



Nintendo

Rainbow 6



Red Storm

Excitebike 64



Nintendo

Blades of Steel 2000



Konami

ECW: Hardcore Revolution



Acclaim

PAK WATCH

RELEASE FORECAST

WINTER 1999

- BIG MOUNTAIN 2000
- CARMAGEDDON II
- DAIKATANA
- TONY HAWK'S PRO SKATER
- ALL-STAR TENNIS 2000
- CASTLEVANIA II
- CROC
- DAFFY DUCK: FOWL PLAY
- DRIVER
- FIFA 2000
- MAGICAL TETRIS CHALLENGE
- MEGA MAN 5
- MUPPETS
- NBA LIVE 2000
- NFL BLITZ 2000
- NHL BLADES OF STEEL 2000
- NHL 2000
- 1942
- PUCHI CART
- QIX ADVENTURES
- RAINBOW 6
- STREET FIGHTER ALPHA
- SUZUKI ALL-STAR EXTREME RACING
- WICKED SURFING
- WINNIE THE POOH

SPRING 2000

- ALL-STAR BASEBALL 2001
- BATTLEZONE 64
- BLADES OF STEEL 2000
- EXCITEBIKE 64
- INTERNATIONAL TRACK & FIELD
- JEREMY MCGRATH SUPERCROSS 2000
- OGRE BATTLE 64
- PERFECT DARK
- METAL GEAR SOLID
- MONSTER RANCHER BATTLE CARD GB
- POKéMON TRADING CARD GAME
- RAYMAN
- RESIDENT EVIL
- TEST DRIVE CYCLES
- TOMB RAIDER
- TONIC TROUBLE
- WACKY RACES
- WARIO LAND 3

FUTURE

- AIDYN CHRONICLES: THE FIRST MAGE
- BANJO-TOOIE
- CONKER'S BAD FUR DAY
- CRUISIN' EXOTICA
- DUCK DODGERS IN THE 24TH 1/2 CENTURY
- ETERNAL DARKNESS
- F-1 RACING CHAMPIONSHIP
- HARRIER 2001
- HERCULES
- KIRBY 64
- MICKEY'S SPEEDWAY USA
- MINI RACERS
- NIGHTMARE CREATURES 2
- THE NEW ADVENTURES OF BATMAN
- PIKACHU VRS
- RIQA
- RUSH 2049
- SPIDER-MAN
- STARCRAFT 64
- STUNT RACE 3000
- SUPER MARIO RPG 2
- SYDNEY 2000
- TUROK 3
- X-MEN
- ZELDA GAIDEN
- ALICE IN WONDERLAND
- CRYSTALIS
- CASPAR THE FRIENDLY GHOST
- DAIKATANA ADVENTURE
- HEROES OF MIGHT & MAGIC
- LOONEY TUNES COLLECTOR: ALERT
- MEN IN BLACK 2
- MICRO MACHINES V3
- POKéMON ATTACK
- POKéMON GOLD & SILVER
- SAN FRANCISCO RUSH
- TRIC BOARDER
- WARLOCKED
- ZELDA: TRIFORCE SERIES (3 TITLES)

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...
Volume 131, April 2000

PERFECT DARK™



There's an April shower of highly anticipated N64 Games this month, including Rare's long-awaited follow-up to GoldenEye, Perfect Dark, and the first skateboarding game for the N64, Tony Hawk's Pro Skater. We'll load you with enough tips to make you the secret agent or pro skater of your dreams, without all those nasty bullet holes and broken bones.



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MEWTWO JUST FOR YOU!

Mewtwo is one of the most powerful Pokémon, and now it's also a special new Pokémon Trading Card Game card that we're bringing directly to subscribers next month! It's an all-new Mewtwo debut!

DAIKATANA



Travel from the near future to the distant past on our tour of Daikatana. Its exotic elements—part RPG, part time-travel fantasy, but mostly shooter—will lure you to its dark and twisted landscape. In April, we'll keep you from getting lost.

1999 Releases

1. A Bug's Life (N64)
2. All-Star Baseball 2000 (Game Boy)
3. All-Star Baseball 2000 (N64)
4. All-Star Tennis '99 (N64)
5. Antz (Game Boy)
6. Arcade Hits: Defender/Joust (Game Boy)
7. Arcade Hits: 720° (Game Boy)
8. Arcade Hits: Spy Hunter/Moon Patrol (Game Boy)
9. Armorines: Project S.W.A.R.M. (Game Boy)
10. Armorines: Project S.W.A.R.M. (N64)
11. Army Men: Sarge's Heroes (N64)
12. Asteroids (Game Boy)
13. Asteroids Hyper 64 (N64)
14. Babe & Friends (Game Boy)
15. Ballistic (Game Boy)
16. Barbie: Ocean Discovery (Game Boy)
17. Bassmasters 2000 (N64)
18. Bassmasters Classic (Game Boy)
19. Battleship (Game Boy)
20. BattleTanx (N64)
21. BattleTanx Global Assault (N64)
22. Beavis & Butthead (Game Boy)
23. Beetle Adventure Racing (N64)
24. Billy Bob's Huntin' and Fishin' (Game Boy)
25. Black Bass Lure Fishing (Game Boy)
26. Boarder Zone (Game Boy)
27. Bomberman Quest (Game Boy)
28. Brunswick Circuit Pro Bowling (N64)
29. Bugs Bunny: Crazy Castle (Game Boy)
30. Bust-A-Move 4 (Game Boy)
31. Bust-A-Move '99 (N64)
32. Caesar's Palace II (Game Boy)
33. California Speed (N64)
34. Castlevania (N64)
35. Castlevania: Legacy of Darkness (N64)
36. Catwoman (Game Boy)
37. Catz (Game Boy)
38. Chameleon Twist 2 (N64)
39. Charlie's Blast Territory (N64)
40. Chase HQ: Secret Police (Game Boy)
41. Command & Conquer (N64)
42. Conker's Pocket Tales (Game Boy)
43. Daffy Duck: Fowl Play (Game Boy)
44. Deer Hunter (Game Boy)
45. Déjà Vu I & II (Game Boy)
46. Destruction Derby 64 (N64)
47. Disney's Beauty and the Beast: A Board Game Adventure (Game Boy)
48. Disney's Tarzan (Game Boy)
49. Dogz (Game Boy)
50. Donkey Kong 64 (N64)
51. Duke Nukem (Game Boy)
52. Duke Nukem: Zero Hour (N64)
53. Earthworm Jim 3-D (N64)
54. Earthworm Jim: Menace 2 the Galaxy (Game Boy)
55. Elmo in Grouchland (Game Boy)
56. Elmo's 123's (Game Boy)
57. Elmo's ABC's (Game Boy)
58. Elmo's Letter Adventure (N64)
59. Elmo's Number Journey (N64)
60. Evel Knievel (Game Boy)
61. FIFA 2000 (Game Boy)
62. Fighting Force 64 (N64)
63. Game & Watch Gallery 3 (Game Boy)
64. Gauntlet Legends (N64)
65. Gex 3: Deep Cover Gecko (N64)
66. Gex 3: Deep Pocket Gecko (Game Boy)
67. Godzilla: The Series (Game Boy)
68. Goemon's Great Adventure (N64)
69. Grand Theft Auto (Game Boy)
70. Harvest Moon 64 (N64)
71. Harvest Moon GB (Game Boy)
72. Hello Kitty's Cube Frenzy (Game Boy)
73. Hexcite (Game Boy)
74. Hole in One Golf (Game Boy)
75. Hot Wheels Turbo Racing (N64)
76. Hybrid Heaven (N64)
77. In-Fisherman Bass Hunter 64 (N64)
78. Jeff Gordon XS Racing (Game Boy)
79. Jet Force Gemini (N64)
80. Ken Griffey Jr.'s Slugfest (Game Boy)
81. Ken Griffey Jr.'s Slugfest (N64)
82. Klax (Game Boy)
83. Klustar (Game Boy)
84. Knockout Kings (Game Boy)
85. Knockout Kings 2000 (N64)
86. Legend of the River King (Game Boy)
87. LEGO Racer (N64)
88. Lode Runner 3-D (N64)
89. Logical (Game Boy)
90. Looney Tunes (Game Boy)
91. Looney Tunes: Carrot Crazy (Game Boy)
92. Lucky Luke (Game Boy)
93. Madden NFL 2000 (Game Boy)
94. Madden NFL 2000 (N64)
95. Magical Tetris Featuring Mickey (N64)
96. Marble Madness (Game Boy)
97. Mario Golf (Game Boy)
98. Mario Golf (N64)
99. Mario Party (N64)
100. Mask of Zorro (Game Boy)
101. Mickey's Racing Adventure (Game Boy)
102. Micro Machines 1 & 2: Twin Turbo (Game Boy)
103. Micro Machines Turbo (N64)
104. Missile Command (Game Boy)
105. MLBPA Bottom of the 9th (N64)
106. Monaco Grand Prix (N64)
107. Monopoly (Game Boy)
108. Monopoly (N64)
109. Monster Truck Madness (N64)
110. Motocross Maniacs 2 (Game Boy)
111. Mr. Nutz (Game Boy)
112. Ms. Pac-Man Special Color Edition (Game Boy)
113. Namco Museum 64 (N64)
114. NASCAR 2000 (N64)
115. NASCAR Challenge (Game Boy)
116. NBA 3-on-3 Featuring Kobe Bryant (Game Boy)
117. NBA Courtside 2 Featuring Kobe Bryant (N64)
118. NBA in the Zone '99 (Game Boy)
119. NBA in the Zone '99 (N64)
120. NBA Jam 2000 (N64)
121. NBA Jam '99 (Game Boy)
122. NBA Live 2000 (N64)
123. NBA Showtime (N64)
124. The New Adventures of Mary Kate & Ashley (Game Boy)
125. The New Tetris (N64)
126. NFL Blitz 2000 (Game Boy)
127. NFL Blitz 2000 (N64)
128. NFL Quarterback Club 2000 (N64)
129. NHL Blades of Steel '99 (Game Boy)
130. NHL Blades of Steel '99 (N64)
131. Nuclear Strike 64 (N64)
132. Pac-Man Special Color Edition (Game Boy)
133. Paperboy (Game Boy)
134. Paperboy (N64)
135. Penny Racers (N64)
136. Pocket Bowling (Game Boy)
137. Pokémon Pinball (Game Boy)
138. Pokémon Snap (N64)
139. Pokémon Yellow (Game Boy)
140. Prince of Persia (Game Boy)
141. Puzzle Master (Game Boy)
142. Quake II (N64)
143. Quest Fantasy Challenge (Game Boy)
144. R-Type DX (Game Boy)
145. Rainbow Six (N64)
146. Rampage 2: Universal Tour (Game Boy)
147. Rampage 2: Universal Tour (N64)
148. Rampart (Game Boy)
149. Rayman 2: The Great Escape (N64)
150. Ready 2 Rumble Boxing (Game Boy)
151. Ready 2 Rumble Boxing (N64)
152. Resident Evil 2 (N64)
153. Revelations: The Demon Slayer (Game Boy)
154. Re-Volt (N64)
155. Road Rash 64 (N64)
156. Roadsters (N64)
157. Rocket: Robot on Wheels (N64)
158. The Rugrats Movie (Game Boy)
159. Rugrats Scavenger Hunt (N64)
160. Rugrats: Time Traveler (Game Boy)
161. Shadow Man (N64)
162. Shadowgate 64: Trials of the Four Towers (N64)
163. Shadowgate Classic (Game Boy)
164. Smurf's Nightmare (Game Boy)
165. Snowboard Kids 2 (N64)
166. South Park: Chef's Luv Shack (N64)
167. Space Invaders (Game Boy)
168. Space Invaders (N64)
169. Spawn (Game Boy)
170. Spy vs. Spy (Game Boy)
171. Star Wars: Episode I: Racer (Game Boy)
172. Star Wars: Episode I: Racer (N64)
173. Starshot: Space Circus Fever (N64)
174. Super Mario Bros. Deluxe (Game Boy)
175. Super Smash Bros. (N64)
176. Supercross 2000 (N64)
177. Superman (N64)
178. Survival Kids (Game Boy)
179. Tazmanian Devil: Munching Madness (Game Boy)
180. 10-Pin Bowling (Game Boy)
181. Test Drive 6 (Game Boy)
182. TNN Outdoors Fishing Champ (Game Boy)
183. Tom & Jerry (Game Boy)
184. Tonic Trouble (N64)
185. Tooka Raceway (Game Boy)
186. Top Gear Pocket (Game Boy)
187. Top Gear Pocket 2 (Game Boy)
188. Top Gear Rally 2 (N64)
189. Toy Story 2 (Game Boy)
190. Toy Story 2 (N64)
191. Triple Play 2000 (N64)
192. Turok: Rage Wars (N64)
193. Vigilante 8 (Game Boy)
194. Vigilante 8 (N64)
195. V-Rally (Game Boy)
196. V-Rally Edition '99 (N64)
197. WCW Mayhem (N64)
198. WCW Nitro (N64)
199. WinBack: Covert Operations (N64)
200. Wings of Fury (Game Boy)
201. World Driver Championship (N64)
202. WWF Attitude (Game Boy)
203. WWF Attitude (N64)
204. WWF WrestleMania 2000 (Game Boy)
205. WWF WrestleMania 2000 (N64)
206. Xena: Warrior Princess: The Talisman of Fate (N64)
207. Yars' Revenge (Game Boy)
208. Yoda Stories (Game Boy)
209. Zebco Fishing! (Game Boy)

N64

210. Air Boardin' USA
211. Banjo-Kazooie
212. BioFreaks
213. Blast Corps
214. Body Harvest
215. Bomberman Hero
216. Bomberman 64
217. Buck Bumble
218. Carmageddon II: Carpocalypse Now
219. Chameleon Twist
220. Chopper Attack
221. Clay Fighter 63 1/3
222. Cruis'n USA
223. Cruis'n World
224. CyberTiger
225. Deadly Arts
226. Diddy Kong Racing
227. Disney's Tarzan
228. Doom 64
229. Duke Nukem 64
230. Extreme-G 2
231. F-1 World Grand Prix
232. F-Zero X
233. FIFA '99
234. Fighter Destiny 2
235. Flying Dragon
236. Forsaken
237. 40 Winks
238. Glover
239. GoldenEye 007
240. Hydro Thunder
241. International Superstar Soccer '98
242. Killer Instinct Gold
243. Kobe Bryant in NBA Courtside
244. The Legend of Zelda: Ocarina of Time
245. Mario Kart 64
246. Mario Party 2
247. Mission: Impossible
248. MLB Featuring Ken Griffey Jr.
249. Mortal Kombat 4
250. Mortal Kombat Mythologies: Sub-Zero
251. Mortal Kombat Trilogy
252. Mystical Ninja Starring Goemon
253. Nagano Winter Olympics '98
254. NBA Hang Time
255. NHL Breakaway '99
256. NHL '99
257. Nightmare Creatures
258. Off-road Challenge
259. PGA European Tour
260. PilotWings 64
261. Pokémon Stadium
262. Quest 64
263. Rally Challenge 2000
264. Rampage World Tour
265. Ridge Racer 64
266. Rush 2
267. San Francisco Rush: Extreme Racing
268. Snowboard Kids
269. South Park
270. South Park Rally
271. Space Station Silicon Valley
272. Star Fox 64
273. Star Wars: Rogue Squadron
274. Star Wars: Shadows of the Empire
275. Super Mario 64
276. 1080° Snowboarding
277. Top Gear Overdrive
278. Turok: Dinosaur Hunter
279. Turok 2: Seeds of Evil
280. Twisted Edge Snowboarding
281. Vigilante 8: 2nd Offense
282. Virtual Pool 64
283. Waialae Country Club: True Golf Classics
284. Wave Race 64
285. WCW/nWo Revenge
286. WCW vs. nWo: World Tour
287. Wetrix
288. Wipeout 64
289. World League Soccer 2000
290. Worms: Armageddon
291. WWF War Zone
292. Yoshi's Story

Game Boy

293. A Bug's Life
294. Army Men
295. Bionic Commando: Elite Forces
296. Blaster Master
297. Bomberman GB
298. Bubble Bobble Classic
299. Castlevania Legends
300. Donkey Kong Land
301. Donkey Kong Land 2: Diddy's Kong Quest
302. Donkey Kong Land 3
303. Dragon Warrior Monsters
304. Final Fantasy Adventure
305. Final Fantasy Legend
306. Final Fantasy Legend II
307. Final Fantasy Legend III
308. Frogger
309. Game & Watch Gallery ~
310. Game & Watch Gallery 2
311. Ghosts 'n' Goblins
312. James Bond 007
313. Ken Griffey Jr. Presents MLB
314. Kirby's Dream Land 2
315. Legend of the Sea King
316. The Legend of Zelda: Link's Awakening DX
317. Magical Tetris Challenge
318. Mega Man V
319. Men in Black: The Series
320. Metroid II: The Return of Samus
321. Microsoft Puzzle Collection
322. Millennium Winter Sports
323. Mission: Impossible
324. Montezuma's Return
325. Mortal Kombat 4
326. NBA Showtime
327. NHL Blades of Steel 2000
328. NHL '99
329. Oddworld Adventures 2
330. Pokémon
331. Quest for Camelot
332. Quest RPG: Brian's Journey
333. Rayman
334. Roadsters Trophy
335. Speedy Gonzales: Aztec Adventure
336. Super Mario Land
337. Super Mario Land 2: 6 Golden Coins
338. Tetris Attack
339. Tetris DX
340. Tiger Woods PGA 2000
341. Titus the Fox
342. Towers: Lord Baniff's Deceit
343. Turok: Rage Wars
344. Uno
345. Wario Land: Super Mario Land 3
346. Wario Land 2
347. Worms: Armageddon

Upcoming Releases & Other Picks

348. Aidyn Chronicles: The First Mage (N64)
349. Alice in Wonderland (Game Boy)
350. All-Star Baseball 2001 (N64)
351. Army Men: Air Combat (N64)
352. Azure Dreams (Game Boy)
353. Banjo-Tooie (N64)
354. BattleTanx (Game Boy)
355. Battle Zone: Rise of the Black Dogs (N64)
356. Big Mountain 2000 (N64)
357. Blues Brothers 2000 (N64)
358. Bomberman 3 (N64)
359. Conker's Bad Fur Day (N64)
360. Crystalis (Game Boy)
361. Daikatana (N64)
362. Dolphin
363. Donkey Kong Country (Game Boy)
364. Driver (Game Boy)
365. Duck Dodgers in the 23 1/2 Century (N64)
366. EarthBound 64 (N64)
367. ECW: Hardcore Revolution (N64)
368. Eternal Darkness (N64)
369. Excitebike 64 (N64)
370. F-1 Racing Championship (N64)
371. Game Boy Advance
372. Harrier 2001 (N64)
373. Hercules (N64)
374. Heroes of Might & Magic (Game Boy)
375. International Track & Field (N64)
376. Jeremy McGrath Supercross 2000 (N64)
377. Kirby 64 (N64)
378. The Legend of Zelda: Fruits of the Mysterious Tree (Game Boy)
379. The Legend of Zelda: The Mask of Mujula (N64)
380. Looney Tunes Collector: Alert! (Game Boy)
381. Lufia: Ruins Chaser (Game Boy)
382. Metal Gear Solid (Game Boy)
383. Mickey's Speedway USA (N64)
384. Mini Racers (N64)
385. MK: Special Forces (N64)
386. NBA in the Zone 2000 (N64)
387. The New Adventures of Batman (N64)
388. Nightmare Creatures 2 (N64)
389. Ogre Battle 64: Person of Lordly Caliber (N64)
390. Perfect Dark (Game Boy)
391. Perfect Dark (N64)
392. Pokémon Gold (Game Boy)
393. Pokémon Silver (Game Boy)
394. Pokémon Trading Card Game (Game Boy)
395. Rainbow Six (Game Boy)
396. Rat Attack (N64)
397. Resident Evil (Game Boy)
398. Riqa (N64)
399. Rush 2049 (N64)
400. Spider-Man (N64)
401. StarCraft 64 (N64)
402. Street Fighter Alpha (Game Boy)
403. Stunt Race 3000 (N64)
404. Taz Express (N64)
405. Test Drive Rally (N64)
406. Tomb Raider (Game Boy)
407. Tony Hawk's Pro Skater (N64)
408. Top Gear Hyper-Bike (N64)
409. Transfer Pak
410. Wacky Races (Game Boy)
411. Warlocked (Game Boy)
412. Winnie the Pooh (Game Boy)
413. Winnie the Pooh (N64)
414. X-Men (N64)

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below. Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 129 (Feb. '00): Disney's Tarzan, Pokémon Stadium Preview, World League Soccer, PGA European Tour, Fighter Destiny 2, Ridge Racer 64, CyberTiger, Turok: Rage Wars (GB), Bionic Commando (GB), NST: Game Makers, Tony Hawk's Pro Skater Preview, Crystalis Preview.

Volume 128 (Jan. '00): Mario Party 2, 40 Winks, Millennium Predictions, Worms: Armageddon, Donkey Kong 64–Part 3, Roadsters, Supercross 2000, Bassmasters 2000, Armorines, Dragon Warrior Monsters (GB), Mission: Impossible (GB), Gex 3: Deep Pocket Gecko (GB), Game Boy A-Go-Go.

Volume 127 (Dec. '99): WWF WrestleMania 2000, Toy Story 2, Castlevania: Legacy of Darkness, Donkey Kong 64–Part 2, NBA N64 Tip-Off 2000, Ready 2 Rumble, Top Gear Rally 2, Rainbow Six, Operation Y2K Countdown, Mickey's Racing Adventure, *Star Wars:* Episode I: Racer, Ghosts 'n' Goblins, Game Boy-a-Go-Go.

Volume 126 (Nov. '99): Donkey Kong 64, Rocket: Robot on Wheels, Harvest Moon 64, Jet Force Gemini, NBA Courtside 2 Featuring Kobe Bryant, Resident Evil 2, Monopoly, Earthworm Jim 3-D, BattleTanx 2, Mario Golf (GB), Survival Kids (GB).

Volume 125 (Oct. '99): Jet Force Gemini, Army Men: Sarge's Heroes, Starcraft 64, Road Rash 64, WinBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokémon Special Pikachu Edition (GB), Donkey Kong 64 In-Store Demo Strategies.

Volume 124 (Sept. '99): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven–Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Sprocket Preview, Starcraft Preview, Tarzan (GB), Revelations: The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu I & II (GB), Player's Choice Strategies.

Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship–Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars:* Episode I: Racer Review–Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars:* Episode I: Racer Review–Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales, R-Type DX, All-Star Baseball 2000 (GB), Join the Power Panel.

Volume 120 (May '99): Guide to E3, *Star Wars:* Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000 (N64), Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe.

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

Volume 118 (Mar. '99): Tonic Trouble, Vigilante 8, Castlevania Review–Part 3, Duke Nukem: Zero Hour, Chameleon Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on-One, NP Awards Nominees, Command and Conquer Preview, Pokémon Hits the Deck, Logical, Power Quest.

Volume 117 (Feb. '99): Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review–Part 3, Pokémon Link Cable Special, Penny Racers, Castlevania Review–Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Hexcite, Vigilante 8 Preview, Turok 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

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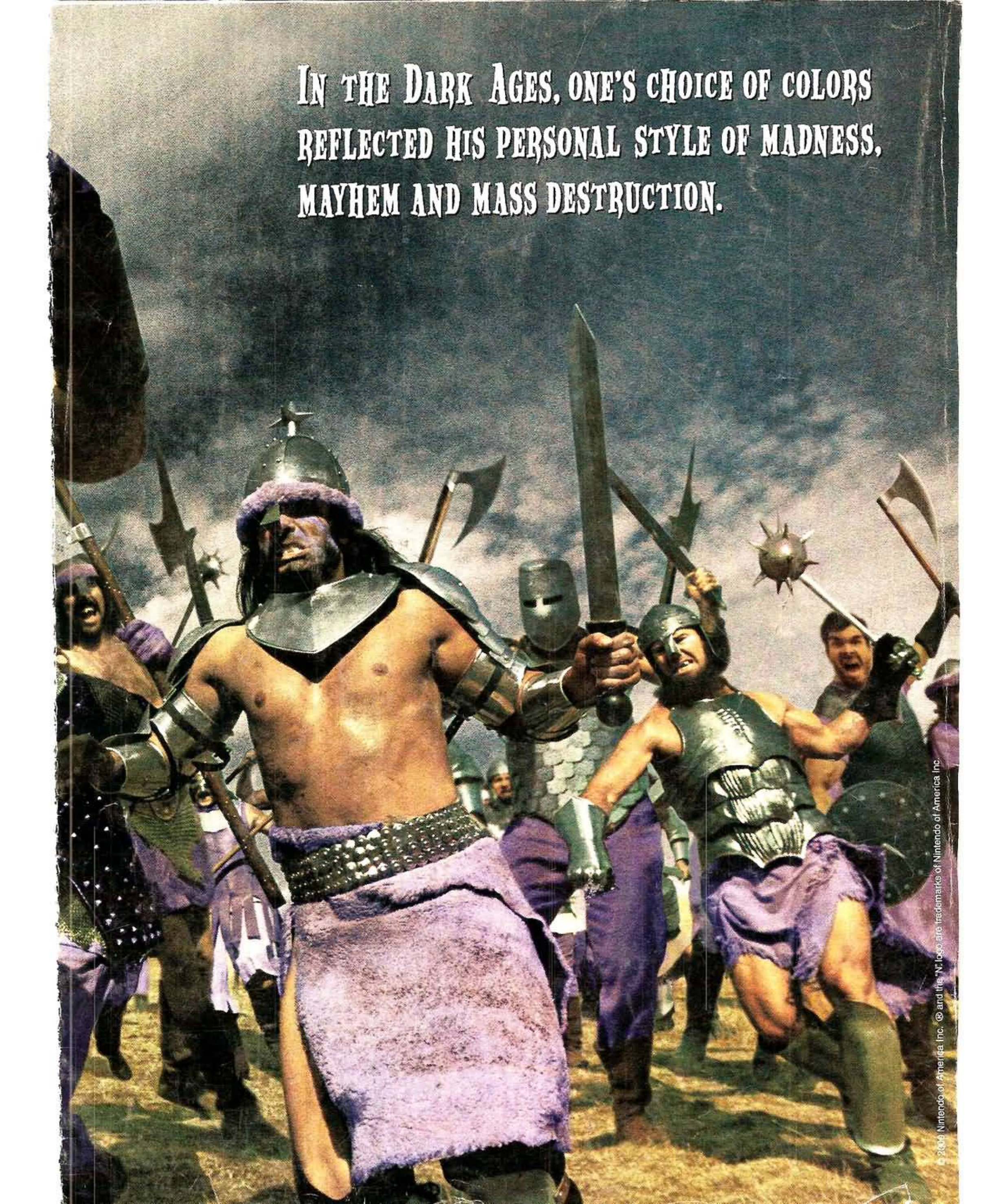
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REFLECTED HIS PERSONAL STYLE OF MADNESS,
MAYHEM AND MASS DESTRUCTION.
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